SPECIAL ISSUE CLASSIC WORLDS

75 FEATS + 8 CLASSES + 7 MONSTERS

DRAGON®

BACK FOR BLOOD
CLASSIC CAMPAIGNS

Return to Castle RAVENLOFT

Defiler Magic DARK SUN

Draconian PCs DRAGONLANCE

Sha'ir Class AL-QADIM

Exiled Factions PLANESCAPE

PLUS GREYHAWK · FORGOTTEN REALMS · GHOSTWALK · KARA-TUR · HOLLOW WORLD · RED STEEL · BIRTHRIGHT · MYSTARA · MAZTICA

NEW SETTING
EBERRON
First Look at the New Rules!

100% OFFICIAL DUNGEONS & DRAGONS

ISSUE 315 JANUARY 2004

$5.99US $8.99CAN

01>

paizo publishing™

0 74808 01823 9

DRAGON
JANUARY 2004 ISSUE #315
Group Publisher: **Lisa Stevens**
Editor-in-Chief: **Chris Thomasson**
Art Director: **Lisa Chido**
Senior Editor: **Matthew Sernett**
Graphic Design: **Patrick Velotta**
Advertising Director: **Rob Stewart**
Director of Prod. & Manufacturing: **Matt Beals**
Prepress Manager: **Kelly O'Brien**

CONTRIBUTING ARTISTS
Kalman Andrasofszky, Jason Engle, Fred Hooper, Kennon James, John Kovalic, Rob Lee, Dave McClellan, Cara Mitten, Tony Mosely, Eric Polak, Dan Scott, Bob Steinman, Anne Stokes, Christopher West, Aaron Williams

CONTRIBUTING AUTHORS
Steven (Stan!) Brown, Frank Brunner, Jamie Chambers, James Jacobs, Ken Marable, Ari Marmell, Michael Mearls, Erik Mona, David Noonan, Chris Pramas, Dean Poisso, Sean K Reynolds, David Schwartz, Mat Smith, Ed Stark, Skip Williams, James Wyatt

PAIZO PUBLISHING, LLC
3245 146th Place SE, Suite 110
Bellevue, WA 98007

Chief Executive Officer
Lisa Stevens
Director of Marketing and Operations
Mary Franklin
Technical Director
Vic Wertz
Operations Manager
Jeff Alvarez

Dragon ® (USPS 318-790) is published monthly by Paizo Publishing, LLC, 3245 146th Place SE, Suite 110, Bellevue, WA 98007, United States of America. (ISSN# 1062-2101) Periodicals Postage Paid at Bellevue, WA, and at additional mailing offices.

POSTMASTER: SEND ADDRESS CHANGES TO Paizo Publishing, 3245 146th Place SE, Suite 110, Bellevue, WA 98007.
©2003 Wizards of the Coast, Inc.

No part of this magazine may be reproduced (except for review purposes) without the prior written consent of the publisher. Material published herein does not necessarily reflect the opinions of Paizo Publishing, LLC, its employees, or its editorial staff, who are not liable for opinions expressed herein. Most product names are trademarks owned by the companies that publish those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status. Trademarks related to the Dungeons & Dragons brand, including *Dragon*, *Dungeon* and D&D are trademarks of Wizards of the Coast, Inc. and are used under license from Wizards of the Coast, Inc., a division of Hasbro, Inc.

BACK ISSUES: **www.paizo.com** or call 425-289-1140
SUBSCRIPTIONS; CHANGE OF ADDRESS: Contact Paizo Publishing at **subscriptions@paizo.com** or call 425-289-0060. Although we accept subscriptions to prison addresses, delivery is subject to the discretion and/or whim of prison personnel. If you have not received a magazine or premium, please consult with your Mail Room authorities. This publisher is not responsible for non-delivery.

ADVERTISING: Contact *Dragon*'s Advertising Director, Rob Stewart, at (425) 289-1345. All ads are subject to approval by Paizo Publishing, LLC, which reserves the right to reject any ad for any reason. Advertisers and/or agencies of advertisers agree not to hold Paizo Publishing, LLC liable for any loss or expense from alleged wrongdoing that may arise out of the publication of such advertisements.

DISTRIBUTION: National and international distribution is provided by Curtis Circulation Company, 730 River Road, New Milford, NJ 07646. Tel: (201) 634-7400. Fax: (201) 634-7499.

OPEN GAME CONTENT: Unless otherwise noted, this Paizo Publishing, LLC product contains no Open Game Content. No portion of this work may be reproduced in any form without permission. To learn more about the Open Gaming License and the d20 System License, please visit **www.wizards.com/d20**.

Printed in the U.S.A.

DRAGON® CONTENTS

GAME ROOM

6 **Wyrm's Turn**
Chris missed out on the TSR setting bonanza and wishes he was an old campaigner.

8 **Scale Mail**
You really like us! Issue #313 redeems *Dragon* after the hiccups of issue #312.

WIZARDS' WORKSHOP

110 **Sage Advice**
The Sage has the answers to all your spell, magic item, and golem questions.

112 **Advertiser Index**

COMICS

114 **Dork Tower**

ON THE COVER

16 Dan Scott, a relative newcomer to *Dragon*, gives us the coolest picture of Strahd ever. Note Dan's signature and name on the tombstone behind the grave of Dark Sun.

FEATURES

12 Campaign Classics
14 Ravenloft
22 Hollow World
28 Forgotten Realms
32 Dark Sun
38 Taladas
42 Dragonlance
44 Planescape
50 Greyhawk
56 Ghostwalk
60 Kara-Tur
68 Red Steel
74 Birthright
78 Al-Qadim
84 Blackmoor
88 Mystara
94 Maztica
100 Masque of the Red Death
102 Sundered Empire
106 Eberron

BON VOYAGE

Chris Thomasson is stepping down from the editor-in-chief chair to join the Wizards of the Coast editing team. We wish him the best of luck, but with his skills and creativity, he hardly has need of it. Starting next issue, Matthew Sernett will be editor-in-chief, and with the help of a couple enthusiastic new assistant editors, *Dragon* shall continue to roar.

DARK SUN 3.5

As mentioned in the editorial this month, *Dragon* and *Dungeon* will work together to present Dark Sun for D&D 3.5. David Noonan, Wizards of the Coast designer and the author of this issue's Dark Sun article, even now furiously punches keys to get both the *Dragon* and *Dungeon* articles for those issues written.

ORIENTAL ADVENTURES 3.5

The April issue of *Dragon* will feature a 3.5 update of *Oriental Adventures*. Rest assured, the update is in good hands: James Wyatt, Wizards of the Coast designer and author of *Oriental Adventures* and this issue's Kara-Tur article, is writing the article.

GODZILLA IN WINTER

James Jacobs, associate editor of *Dungeon* and the local Godzilla aficionado, says that the second-best Godzilla movie ever is coming out on DVD this month (the best being the original *Godzilla*, of course). It's entitled *Godzilla, Mothra, and King Godora: Giant Monsters All Out Attack*. That sounds good to us. If you're into rubber-suit monsters running amok, you should know that *Godzilla Vs. Megaguirus* also releases this month. James finds it hard to quantify his love for the other Godzilla movies, but he says that *Godzilla Vs. Megaguirus* is in the top ten.

DUNGEONS AND DARKROOMS?

When the boys on the *Dungeon* staff giggle like they have been lately, we know they're cooking up another delicious d20 mini-game. Judging by the bizarre flashing lights, unusual probes, and alien autopsies, we think it might have something to do with everyone's favorite Alternity campaign setting. Keep an eye on the pages of *Dungeon* for further developments.

WYRM'S **TURN**

FROM THE EDITOR
SETTINGS OF YESTERDAY

I think this issue is pretty special. As you've probably noticed from our table of contents, we've done a pretty crazy thing. Enclosed within these pages you'll find an article in support of nearly every D&D campaign setting ever produced. We even have a Hollow World article!

That's enough back patting.

Since we started planning this issue, I thought it would be hell trying to find authors for some of these settings. Who would be willing to write about Mystara? Who remembers Taladas?

But by the time word got out on the street that we were looking to put this issue together, regulars like Michael Mearls, James Wyatt, and James Jacobs were jockeying to write about settings near and dear to their hearts.

Especially after we announced this theme at Gen Con 2003—I even had to turn authors away from some of the settings. I assuaged their feelings only by telling them that we'd leave the door open for future articles in support of these settings.

Egads! The hard part wasn't finding writers. The hard part was fitting all the content into one issue.

Need an example? I asked Erik Mona, *Dungeon* editor-in-chief and local Greyhawk goobmeister if he'd be interested in writing a Greyhawk article. "Sure, Chris," he responded with a twinkle in his eye.

A mere 8,000 words later, he'd designed so many feats that we had to cut the article in half. The other regional feats will be appearing in an upcoming issue.

Because I'm a bit dense, I thought this was an isolated incident.

Leaving Greyhawk for Al-Qadim, take wacky Dean Poisso. He asked if he could write an article for the Arabic-influenced setting. I said okay. He sent in over 7,000 words, including several prestige classes also moved to a later issue.

As you can guess by now, I never expected this level of enthusiasm. I missed all of these settings during the D&D embargo years of my childhood. The folks around here have done nothing but reminisce about their glory days tromping through Castle Ravenloft or exploring the Lost City of Cynidicea.

So much enthusiasm made the articles quite a curiosity for me, sort of like the double-jointed guy in a freak show who can bend himself into a cube and fit into a milk crate. I dove right in.

Taking this in from a "newbie's" perspective, I was pleasantly surprised by these articles. I had no idea so much of D&D's past had so much to offer.

By dipping my toe in setting after setting, I found a wealth of material to mine. As a big proponent of mixing genres and stealing liberally from whatever sources you can, and I was thrilled to see so much usable material.

You know the best part? This issue is only a prelude to our next spectacular *Dragon* and *Dungeon* crossover event. In May, 2004, we're going to release the Dark Sun campaign setting, revised for D&D 3.5! Happily, it will see print about the time the revised 3.5 *Psionics Handbook* hits shelves, enabling you to explore Athas fully armed for its many perils.

Even after my illuminating discovery, of course I want to know: What are your favorite campaign settings? We'd love to hear from you, so drop us a line at scalemail@paizo.com.

Chris Thomasson
Editor-in-Chief

To inquire about subscriptions, email subscriptions@paizo.com or call (425) 289-0060. Subscribe online at paizo.com and save $1. For customer service concerns, email customer.service@paizo.com. To contact *Dragon* about editorial concerns, email scalemail@paizo.com. Letters reproduced in the magazine may be edited for clarity and length. All letters must include your full name and home city. Due to time constraints and the volume of letters received, individual responses are not always possible.

ESPIONAGE

Campaign Components: Spies
By Evan Michael Jackson
It's the Great Game, and every character can play. Learn about all aspects of D&D spy craft: spy PCs, espionage adventures, and how you can incorporate the elements of espionage into any game.

Spies Like Us
By Dean Poisso
Stealth matters, and strategy is king. Help the non-rogues in your party realize that, and find out how to every kind of character can be better at infiltration and skullduggery.

Smoke and Mirrors
By Michael Mearls
Divination magic might not kill monsters, but it can make an adventure plot go up in smoke better than any *fireball* spell. Take command of the divination spells in your game, and learn how to build adventures so that they aren't foiled by a simple spell.

I Scry
By Johnathan M. Richards
There's more to magic spy gear than crystal balls and scrying pools. Use the items in this article to spy on your foes and find out which ones are spying on you.

Cloak and Dagger
By Eric Cagle
From Batman's utility belt to James Bond's gadgets, it's clear that a good spy always carries the right tool for the job. Check out the D&D equipment in this article to improve your chances as a shadow fighter.

Plus: "Countdown to Eberron #2", "*Expanded Psionics* Preview #2", "Silicon Sorcery," "Elminster's Guide to the Realms," "Under Command," "Faiths of Faerûn," and fiction by Thomas Harlan.

SCALE **MAIL**

READERS TALK BACK
THREE CHEERS FOR #313

Issue #313 provoked a surprisingly strong response from readers, even some profanity.

Profane Bonus

Issue #313 is one of the best damn issues of *DRAGON* that I have ever seen. Thank you.

Tim McDonald
Address withheld

Some Heartening Words

I just wanted to tell you that you have been doing a really great job on *DRAGON* of late. It just seems like the last few, namely issues #309 to #313, have been full of wonderful and creative articles that I have thoroughly enjoyed.

Everything from issue #309 was great. "A Brief History of War," "War Spells," "Beasts of the Battlefield," and using "Incursion" were excellent.

All the specialist, alternative, and custom classes from the "Special Update Series" were especially cool. They open up new paths for DMs and PCs alike without having to take a prestige class to get flavor. Of course, the prestige classes and class combos have been a favorite of mine from the very beginning.

I also must give you all praise on the creature classes. I have truly enjoyed every one that you have put out so far; "Holier Than Thou" and "Bad Moon Rising" were truly great.

There is so much great stuff from "Brain Power" to "Born of Death," but I guess I had better sum it all up before this letter becomes longer than I intended.

You are truly contributing to the lifeblood of D&D—with your hard work, creativity, and the new paths that you forge ahead for the rest of us that might not be as creative or just don't have the time we would like to put such creativity in working order.

If there was anything that I am disheartened about, it would be that the "Fractious Factions" from *DRAGON* #287 has been left incomplete, but I thank each of you for all the hard work and inspiration you have given us thus far.

Necrohazard
Address withheld

Thanks. We've been working hard to make each issue of DRAGON *special, and we're happy you've found them so useful and entertaining. I hope the* PLANESCAPE *article in this issue makes your day a little brighter.*

Matthew Sernett
Senior Editor

Much Appreciated

I just wanted to send a quick note of appreciation for issue #313 of *DRAGON*. I had not bought *DRAGON* in a while, but after flipping through the magazine yesterday, I simply had to purchase a copy.

The new character options (half-undead, half-monsters, lycanthropes) were fantastic. I can't wait to use one of those resources. I am betting that many of us have created similar creatures in our home-brew campaigns, but it was nice to have an official version to make it feel legitimate. I was particularly impressed with the article by Mark Malcom entitled "What Do You Mean You're Going West?"

In addition to receiving new resources in the magazine, it was great to get practical advice. In the past, I have read articles that were too detailed to be useful to most campaigns, but this article offered simple advice that will easily apply to most campaigns.

Anyway, great job on the magazine. You might have brought an old reader back!

David Emanuel
Address withheld

Thank you, David. We hope you and other readers like you stick with us to check out the great content in this and future issues.

Matthew Sernett

To inquire about subscriptions, email **subscriptions@paizo.com** or call (425) 289-0060. Subscribe online at **paizo.com** and save $1. For customer service concerns, email **customer.service@paizo.com**. To contact *DRAGON* about editorial concerns, email **scalemail@paizo.com**. Letters reproduced in the magazine may be edited for clarity and length. All letters must include your full name and home city. Due to time constraints and the volume of letters received, individual responses are not always possible.

NOW ON NEWSSTANDS EVERY MONTH

DUNGEON #107

Every month, *Dungeon* provides the best in official Dungeons & Dragons adventures, stunning cartography and art, d20 industry news, and more.

Test of the Smoking Eye
By David Noonan
The Cagewrights continue their manipulations of the city of Cauldron, making the PCs their latest pawns in a gambit that leads all the way to the Abyss. The heroes must complete the test of a deposed demon lord to ensure the safety of Cauldron and all its citizens. A D&D Shackled City Adventure Path adventure for 10th-level characters.

Buzz on the Bridge
By John Simcoe
The isolated halfling village of Lindley has a problem. The main supply route into town, a large covered bridge spanning a mountain chasm, has been infested by a hive of giant bees. The sheriff has already perished in an attempt to remove the vermin, so when the PCs arrive in town, mayor Dunleary Appletop pleads for their help. A D&D adventure for 3rd-level characters, featuring a miniatures-scale map.

Mellorn Hospitality
By Russel Brown
Every seven years, the elven village of Mellorell hosts the Festival of Life, an opportunity to trade, shop, and celebrate with the folk of nearby lands. But a dark secret that could cost the life of fairgoers draws the heroes into a plot that leads all the way to Hades. A D&D adventure for 7th-level characters.

POLYHEDRON #166

Explore Green Ronin Publishing's Freeport campaign setting with a complete d20 fantasy adventure by Graeme Davis (*Shadows over Bogenhafen*). *d20 Modern* co-author Rich Redman presents "Monster Hunting the Department-7 Way," an invaluable guide to field agents exploring the Urban Arcana campaign setting. Plus, "Downer," "Release Roundup," RPGA news, and more.

You're Welcome

I would like to take this opportunity to thank everyone working on *Dragon* for the exceptional work you've been doing lately. I have found this magazine to be an incredible asset to my campaign. Issue #313 was just crammed with exciting stuff. I especially like the "Dragon Psychoses" article. Also, as a Forgotten Realms fan, I would like to thank you for your "Faiths of Faerûn" articles, they add a lot to my player's feel for the world, as they can learn a little more about the its minor deities. I have a request for "Faiths of Faerûn." I have a player who plays a cleric of Sharess, and she would love to see you give this little known deity some magazine space. I know that you do your best to provide for all your readers, and sometimes people give you a hard time because you run things that they can't use, but you are doing a great job.

Kirk Moore
Address withheld

Thanks, Kirk. The Forgotten Realms article in this issue should suit your game. We published a "Faiths of Faerûn" about Sharess already, though. You might not remember it due to the somewhat tongue-in-cheek art that went with the article. It appeared in issue #290 and detailed the dancers of Sharess.

Matthew Sernett

Golden Dragons?

I am just sending you this quick e-mail to ask about the Golden Dragon Awards mentioned in issue #313. I turned to page 16, as the table of contents indicated I should, only to find a full-page ad instead. I looked back to the ad index and discovered that the page number was double-billed. Naturally, the ad won.

What are these mystical awards? Who are the mythical winners? Sage, have we angered thee? Thank you for your time. Oh, and for the magazine, too.

Michael Apland
Address withheld

The Golden Dragon Awards is a fantasy art contest Paizo will run at some time in the future. We had planned to announce them in issue #313, but after reassessing the resources the contest requires, we decided to hold off on the idea until it can be better supported.

Matthew Sernett

CAPTION CONTEST WINNER

WINNER
Just then Melinda remembered that she left her oven on.
Congratulations Chris Cleroux
Burnaby, British Columbia

RUNNER-UP
Where will you be when your diarrhea comes back?
Andrew Marlowe

To inquire about subscriptions, email **subscriptions@paizo.com** or call (425) 289-0060. Subscribe online at **paizo.com** and save $1. For customer service concerns, email **customer.service@paizo.com**. To contact *Dragon* about editorial concerns, email **scalemail@paizo.com**. Letters reproduced in the magazine may be edited for clarity and length. All letters must include your full name and home city. Due to time constraints and the volume of letters received, individual responses are not always possible.

CAMPAIGN

This special issue of *Dragon* features articles in support of nearly every official D&D setting ever printed. With the new Eberron campaign on the horizon, we wanted to take the opportunity to salute those that came before.

Dragon normally avoids presenting regular support for specific campaigns. Although such material is easily adapted to anyone's game, D&D articles not placed in a specific setting more often succeed in appealing to everyone. But with this issue, presenting support for all the various D&D campaigns gave us the unique opportunity to show off some of the great material that can be found in campaign settings and how using it can be fun.

Each "Campaign Classics" article presents a game element from the featured setting for use with the 3.5 edition of the D&D rules. Many articles bring to light some unique rules of the setting, and others provide fantastic examples of the kind of creative ideas that you can take from a published campaign and adopt for your own. Throughout the issue, you'll find sidebars like those about Spelljammer and Council of Wyrms that you see on these two pages. These sidebars, written by the illustrious Stan!, provide some insight into the genesis of the campaign worlds.

ABSENT FRIENDS

Despite our best efforts, a few official campaign settings didn't make it into this issue. Licensing issues, time constraints, and simply having too little space in the issue to present everything has left a few empty chairs at the table. Lest you think we forgot about them, we'd like to take the opportunity to say a few words about the settings we had to leave out.

Conan

Your eyes did not deceive you. Back in the 1980s, TSR did produce a Conan roleplaying game and Conan adventure modules. There was even a module that featured Red Sonja. Fans of Conan can find new support for Conan adventures in *Conan, The Roleplaying Game* releasing this month from Mongoose Publishing. It's an OGL product and purportedly presents new spellcasting and combat rules specific to the setting. Adapting characters from it might be tricky, but you should be able to use the world information in the book to get Conan, Red Sonya, Valeria, and Subotai fighting beholders in no time.

Lankhmar

The Lankhmar campaign setting was an adaptation of Fritz Leiber's stories about his famous characters, Fafhrd and the Gray Mouser. If you're scratching your head wondering who these people are, head to your local library or bookstore to pick up some of Fritz Leiber's books. If Conan is the iconic D&D barbarian and Gandalf the iconic D&D wizard, Fritz Leiber's Fafhrd and the Gray Mouser are the quintessential D&D rogues. Everyone knows Dungeons & Dragons owes a lot to Tolkein, but a large portion of D&D's debt to fantasy literature belongs to Fritz Leiber.

The Horde

Not so much a campaign setting as a sub-campaign, *The Horde* bridged the gap between the Forgotten Realms and Kara-Tur. Produced in 1990 as an expansion to the Forgotten Realms, *The Horde* was billed as a "Barbarian Campaign Setting." If you're familiar with the Tuigan invasion of the Forgotten Realms as presented in the Empires novel trilogy (*Horselords, Dragonwall,* and *Crusade*) or the Empires adventures trilogy spawned by *The Horde* boxed set (*Storm Riders, Black Courser,* and *Blood*

THE CREATION OF SPELLJAMMER

by Stan!

Spelljammer got its start in 1988 at the same meeting that spawned the Taladas campaing setting. It was a department-wide brainstorming meeting at a local bar and grill.

"I remember sitting there and saying, 'What about D&D in space?'" says designer Jeff Grubb. "At first they didn't get it so I started describing a guy in plate mail armor standing on the deck of a ship that was sailing through space."

Someone asked how the guy was breathing.

"I said, I didn't know. So they told me that it made no sense. And I said, 'I know, but we're talking about a world with dragons and magic. Let's just violate the laws of physics to make the picture work the way we want.' And no one could come up with a reason why that wouldn't work."

This tweak-the-laws-of-reality-to-suit-our-needs approach came to be known as "Grubbian physics," and Grubb admits that one of his biggest fears is that scientists will one day discover that this is exactly the way the universe works.

Editor Anne Brown recalls that Spelljammer was one of her most entertaining projects. "That was about the time that Peter Gabriel's song 'Sledgehammer' was popular, so we were sitting in meetings using that tune to sing Spelljammer. We also used to sing Wild Space to the tune of 'Wild Thing.' I don't think I ever worked on a project that involved so much singing."

CLASSICS

by Matthew Sernett

Charge) you've got a good handle on *The Horde*. If those products don't ring any bells, think Genghis Khan and the breathtaking steppes and deserts that were the backdrop for the romantic parts of *Crouching Tiger, Hidden Dragon*. Add in a little magic and some up-close-and-personal spirit deities, and you've got a good idea of what *The Horde* was all about.

Council of Wyrms

Long before the concept of level adjustments, the COUNCIL OF WYRMS setting provided D&D players with the opportunity to play dragons as PCs. This unique boxed set (and later hardcover book) also provided what might be the first "campaign option" product.

Spelljammer

We tried very hard to get SPELLJAMMER into this issue. Truly one of the classic campaigns, SPELLJAMMER deserves a place of honor. Unfortunately, events conspired against us. We might yet offer a SPELLJAMMER article or two in the future. The setting provided some great game material that can be used without the ships-in-space motif—we're talking about giff and dracons though, not giant space hamsters. (For giant space hamsters, use the stats for a dire wolf, but give the space hamsters a speed of 30 feet and a burrow speed of 20 feet.) For the time being, check out issue #92 of *DUNGEON*. It gave the setting a 3rd edition face and is available as a back issue at **www.paizo.com** (click on "back issues" on the bottom of the main page).

Jakandor

This campaign might be best summed up as "barbarians vs. wizards." Detailed in the *Odyssey* series, JAKANDOR is an island realm at war with itself. Two nations battle for supremacy throughout the three adventure supplements. Players could make characters from the Charonti side, barbarians fighting the necromancy-using wizards of Knorr, or they could have their adventuring group fighting alongside the wizards and against the savage barbarians.

Tale of the Comet

You got science-fiction in my fantasy! You got fantasy in my science-fiction! Two great tastes that go great together? The jury is still out, but *Tale of the Comet* gave the idea a shot. In the tradition of *Expedition to the Barrier Peaks*, this piece of the *Odyssey* series presented an alien invasion of a D&D campaign—complete with laser guns. The boxed set presented an adventure set in a generic world—in effect, creating a campaign world.

Diablo II

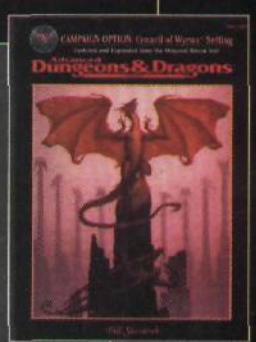
The popular *Diablo II* computer game gave birth to the *Diablo II* D&D setting. Filled with monsters from the computer game and supported by three adventures, the *Diablo II* products translated the computer game to D&D rules. Released on the cusp of the transition from 2nd to 3rd edition, the books' popularity suffered somewhat from the translation and ended up lost amid the furor and fanfare of the new edition.

Warcraft

Wizards of the Coast originally owned the license to produce *Warcraft* D&D books, one of the most popular computer strategy games. Our own James Jacobs, *DUNGEON* associate editor, wrote a large portion of the original manuscript for the setting developed by Wizards of the Coast. A business strategy shift left the product in limbo for a time until White Wolf picked up the ball. The arrangement worked out great for both companies, and now White Wolf's Sword & Sorcery division is releasing a whole line of products based on the computer game.

by Stan!

THE CREATION OF COUNCIL OF WYRMS



Dragons have always been one of the defining elements of any D&D campaign world, but by the early 1990s, dragons had become just another type of monster that a party might fight during the course of an adventure. What were supposed to be the greatest threat in DUNGEONS & DRAGONS had been reduced to a math equation.

Bill Slavicsek, a long-time freelancer for TSR, had just been brought on staff in 1993. "I had recently finished the *Book of Humanoids*, and the company decided it wanted me to do more monster books," says Slavicsek. "I got handed an assignment that wasn't much more than 'write something about dragons as PCs.'"

Dragons were treated very differently in the various published D&D settings. Slavicsek's first goal was to make something that would fit into any campaign. "Suddenly introducing a bunch of dragons as PCs could shatter most games," he recalls thinking. In addition, Slavicsek had another goal. "I wanted to make dragons the smart, awe inspiring, magical forces of nature they are in literature and myth"

The result could be described as a mini-campaign-world. The dragons, and the islands on which they lived, could be placed in any ocean the DM preferred. They could have very little interaction with the rest of the world or be an integral part of the local culture. In fact, *COUNCIL OF WYRMS* might be the first example of what D&D fans now know as "campaign options."

DARK·SUN
Ravenloft

Ravenloft

The Return of Strahd

by David Noonan · illustrated by Dan Scott

One of the defining characters in the various incarnations of RAVENLOFT (adventure, boxed set, and hardcover campaign setting) is the vampire Strahd. Here we present two different versions of Strahd, one intended to invoke him as described in the original *RAVENLOFT* adventure and a more powerful version from *Domains of Dread*.

COUNT STRAHD VON ZAROVICH (CR 12)

This is Strahd as he appeared in the *RAVENLOFT* adventure, where characters must survive in his castle until they can find their way out of his misty demiplane.

Strahd: Vampire human Nec 10; CR 12; Medium undead (augmented humanoid); HD 10d12; hp 65; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +5; Grp +13; Atk +10 melee (1d6+4 plus energy drain 2 levels, slam); Full Atk +10 melee (1d6+4 plus energy drain 2 levels, slam); SA blood drain, children of the night, create spawn, dominate, energy drain, spells; SQ alternate form, damage reduction 10/silver and magic, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, turn resistance +4; AL LE; SV Fort +3, Ref +8, Will +10; Str 18, Dex 16, Con —, Int 20, Wis 17, Cha 16.

Skills and Feats: Bluff +17, Concentration +13, Diplomacy +7, Intimidate +11, Knowledge (arcana) +18, Knowledge (religion) +18, Hide +13, Listen +13, Move Silently +17, Search +13, Sense Motive +17, Spellcraft +20, Spot +13; Alertness, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Scribe Scroll, Spell Focus (illusion), Spell Focus (necromancy), Weapon Focus (slam).

Alternate Form (Su): Strahd can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action, as the *polymorph* spell from a 12th-level caster, except that he doesn't regain hit points for changing form. While in his alternate form, Strahd loses his natural slam attack and dominate ability, but he gains the natural weapons and extraordinary special attacks of his new form. Strahd can remain in that form until he assumes another or until the next sunrise.

Blood Drain (Ex): Strahd can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Strahd gains 5 temporary hit points.

Children of the Night (Su): Strahd can call forth and command 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve Strahd for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by Strahd's energy drain rises as a vampire spawn (as described in the *Monster Manual*) 1d4 days after burial.

If Strahd instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of Strahd and remains enslaved until its master's destruction. At any given time, Strahd may have enslaved spawn totaling no more than 20 Hit Dice; any spawn he creates that would exceed

THE CREATION OF RAVENLOFT

by Stan!

Many people think that the RAVENLOFT campaign world was inspired by the Hammer horror films of the 1960s, but that's not true. "If anything," says longtime RAVENLOFT designer William W. Connors, "it was inspired by the Universal Studios monster movies of the 1950s or the early noir horror films like *The Cabinet of Dr. Caligari*. RAVENLOFT was always more about style and suspense than about blood and two-fisted action."

Other inspirations for designers Andrea Hayday and Bruce Nesmith were the classics of gothic horror literature such as Henry James' *The Turn of the Screw*, Shirley Jackson's *The Haunting of Hill House*, and the works of Edgar Allan Poe. The idea was to put the characters in a position where there wasn't an easily identifiable target—where the villain was as elusive as he was evil.

Of course, one of the biggest inspirations came from D&D module I-6, which was the setting's namesake. The tightly crafted *RAVENLOFT* adventure pitted the characters against a vampire who was every bit their equal. The characters' best chance for success lay in outwitting their foe rather than fighting him directly. And so it was with RAVENLOFT the campaign world.

"Sometimes charging up and fighting the villain is the worst thing you can do," Connors says. Characters in RAVENLOFT would often be faced with situations where there was no clear good choice and bad choice. In fact, the point was to put them in situations where the most expedient way to solve a problem did not turn out to be the best course of action. "RAVENLOFT was designed as a world where making the moral choice was more important than making the valiant choice."

this limit are created as free-willed vampires or vampire spawn. Strahd's enslaved vampires can create spawn of their own, so Strahd can control a number of lesser vampires in this fashion. Strahd may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Damage Reduction (Su): Strahd has damage reduction 10/silver and magic. His slam attacks (and other natural weapons if in alternate form) are treated as magic weapons for the purpose of overcoming damage reduction.

Dominate (Su): A vampire can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that Strahd must use a standard action, and others merely looking at him are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under Strahd's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. The Will save DC is 22.

Energy Drain (Su): Living creatures hit by Strahd's slam attack gain two negative levels. For each negative level bestowed, Strahd gains 5 temporary hit points. A vampire can use its energy drain ability once per round. The DC for the Fortitude save to avoid level loss after 24 hours is 18.

Fast Healing (Ex): Strahd heals 5 points of damage each round so long as he has a least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. (He can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in his coffin, Strahd is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, Strahd can assume gaseous form at will as the spell (caster level 5th), but he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Strahd can climb sheer surfaces as though with a *spider climb* spell.

Spells Prepared (5/7/6/5/5/4; save DC 15 + spell level, 16 + spell level for illusion and necromancy spells): 0—*detect magic* x2, *ghost sound, message, touch of fatigue;* 1st—*disguise self, feather fall, protection from good, ray of enfeeblement, shield* x2, *ventriloquism;* 2nd—*arcane lock, detect thoughts, invisibility* x2, *see invisibility, scare;* 3rd—*deep slumber, dispel magic, displacement, haste, ray of exhaustion;* 4th—*arcane eye, fear* x2, *phantasmal killer, rainbow pattern;* 5th—*magic jar, mind fog, telekinesis, waves of fatigue.* Prohibited schools: Conjuration, Evocation.

Spellbook: 0—all except prohibited; 1st—*alarm, cause fear, charm person, chill touch, disguise self, expeditious retreat, feather fall, hypnotism, identify, protection from good, ray of enfeeblement, shield, sleep, ventriloquism;* 2nd—*alter self, arcane lock, blur, command undead, detect thoughts, hypnotic pattern, invisibility, knock, obscure object, pyrotechnics, resist energy, see invisibility, scare, spectral hand, touch of idiocy;* 3rd—*blink, clairaudience/clairvoyance, deep slumber, dispel magic, displacement, haste, magic circle against good, major image, nondetection, protection from energy, ray of exhaustion, secret page, slow;* 4th—*arcane eye, bestow curse, confusion, crushing despair, detect scrying, enervation, fear, illusory wall, locate creature, phantasmal killer, rainbow pattern, scrying;* 5th—*break enchantment, dream, feeblemind, magic jar, mind fog, nightmare, passwall, persistent image, prying eyes, symbol of pain, symbol of sleep, telekinesis, waves of fatigue.*

Possessions: Amulet of proof against detection and location, Boccob's blessed book spellbook (usually kept in the library). These items represent those possessed by Strahd in the original Ravenloft adventure. An average NPC of Strahd's level would actually have 25,000 gp in items (as opposed to the 39,500 in gear he has here). Having access to well-above-average resources, Strahd should exceed this amount. If you're interested in making him more of a combat threat, consider giving him more straightforward equipment, like a *cloak of resistance, boots of speed,* a *ring of protection,* or ability boosting items.

Strahd's Spellbook (EL 8)

Strahd's spellbook is a rich treasure-trove for a PC wizard, but it isn't without peril. On the cover is a *symbol of sleep* (Will negates DC 20) that affects creatures of 10 HD or less within 60 feet of the spellbook once someone triggers it by looking at the book's cover. Touching the book triggers a mental *alarm* that alerts Strahd. Finally, the first page inside the book has a *symbol of pain* (Fortitude negates DC 21) that imposes -4 penalty on attacks, skill checks, and ability checks to creatures within 60 feet. Strahd is attuned to both symbols, so they don't affect him. Both symbols are CR 6 traps.

The spellbook has spells written on 210 of its pages. The spells inside are worth 10,500 gp, and the *Boccob's blessed book* itself is worth 12,500 gp.

COUNT STRAHD VON ZAROVICH (CR 18)

This version of Strahd is a more powerful necromancer, and he has better equipment and ability scores.

Strahd: Vampire human Nec 16; CR 18; Medium undead (augmented humanoid); HD 16d12; hp 104; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +8; Grp +18; Atk +15 melee (1d6+6 plus energy drain 2 levels, slam); Full Atk +15/10 melee (1d6+6 plus energy drain 2 levels, slam); SA blood drain, children of the night, create spawn, dominate, energy drain, spells; SQ alternate form, damage reduction 10/silver and magic, fast healing 5, gaseous form, resistance to cold 10, electricity 10, and fire 10, spider climb, turn resistance +4; AL NE; SV Fort +5, Ref +10, Will +13; Str 22, Dex 16, Con —, Int 24, Wis 17, Cha 18.

Skills and Feats: Bluff +19, Concentration +15, Diplomacy +8, Intimidate +13, Hide +14, Listen +13, Knowledge (arcana) +22, Knowledge (religion) +22, Move Silently +19, Search +19, Sense Motive +18, Spellcraft +24, Spot +20; Alertness, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Greater Spell Focus (illusion), Greater Spell Focus (necromancy), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Scribe Scroll, Spell Focus (illusion), Spell Focus (necromancy), Spell Penetration, Weapon Focus (slam).

Alternate Form (Su): Strahd can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action, as the *polymorph* spell from a 12th-level caster, except that he doesn't regain hit points for changing form. While in his alternate

form, Strahd loses his natural slam attack and dominate ability, but he gains the natural weapons and extraordinary special attacks of his new form. Strahd can remain in that form until he assumes another or until the next sunrise.

Blood Drain (Ex): Strahd can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Strahd gains 5 temporary hit points.

Children of the Night (Su): Strahd can call forth and command 1d6+1 rat swarms, 1d4+1 bat warms, or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve Strahd for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by Strahd's energy drain rises as a vampire spawn (as described in the *Monster Manual*) 1d4 days after burial.

If Strahd instead drains the victim's constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of Strahd and remains enslaved until its master's destruction. At any given time, Strahd may have enslaved spawn totaling no more than 20 Hit Dice; any spawn he creates that would exceed this limit are created as free-willed vampires or vampire spawn. Strahd's enslaved vampires can create spawn of their own, so Strahd can control a number of lesser vampires in this fashion. Strahd may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Damage Reduction (Su): Strahd has damage reduction 10/silver and magic. His slam attacks (and other natural weapons if in alternate form) are treated as magic weapons for the purpose of overcoming damage reduction.

Dominate (Su): Strahd can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and others merely looking at him are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under Strahd's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. The Will save DC is 22.

Energy Drain (Su): Living creatures hit by Strahd's slam attack gain two negative levels. For each negative level bestowed, Strahd gains 5 temporary hit points. A vampire can use its energy drain ability once per round. The DC for the Fortitude to avoid level loss after 24 hours is 22.

Fast Healing (Ex): Strahd heals 5 points of damage each round so long as he has a least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. (He can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in his coffin, Strahd is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, Strahd can assume gaseous form at will as the spell (caster level 5th), but he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Strahd can climb sheer surfaces as though with a *spider climb* spell.

Spells Prepared (5/7/7/7/6/6/5/5/3; save DC 17 + spell level, 19 + spell level for illusion and necromancy spells): 0—*detect magic* x2, *ghost sound, message, touch of fatigue;* 1st—*disguise self, feather fall, protection from good, ray of enfeeblement, shield* x2, *ventriloquism;* 2nd—*arcane lock, detect thoughts* x2, *invisibility* x2, *see invisibility, scare;* 3rd—*deep slumber, dispel magic* x2, *displacement, haste* x2, *ray of exhaustion;* 4th—*arcane eye* x2, *fear* x2, *phantasmal killer, rainbow pattern;* 5th—*magic jar, mind fog, persistent image, telekinesis* x2, *waves of fatigue;* 6th—*antimagic field, eyebite, mislead, Tenser's transformation, true seeing;* 7th—*ethereal jaunt, finger of death, project image, spell turning* x2; 8th—*greater prying eyes, horrid wilting, protection from spells.* Prohibited schools: Conjuration, Evocation.

Spellbook: 0—all except prohibited; 1st—*alarm, cause fear, charm person, chill touch, disguise self, expeditious retreat, feather fall, hypnotism, identify, protection from good, ray of enfeeblement, shield, sleep, ventriloquism;* 2nd—*alter self, arcane lock, blur, command undead, detect thoughts, hypnotic pattern, invisibility, knock, obscure object, pyrotechnics, resist energy, see invisibility, scare, spectral hand, touch of idiocy;* 3rd—*blink, clairaudience/clairvoyance, deep slumber, dispel magic, displacement, haste, magic circle against good, major image, nondetection, protection from energy, ray of exhaustion, secret page, slow;* 4th—*arcane eye, bestow curse, confusion, crushing despair, detect scrying, enervation, fear, illusory wall, locate creature, phantasmal killer, rainbow pattern, scrying;* 5th—*break enchantment, dream, feeblemind, magic jar, mind fog, nightmare, passwall, persistent image, prying eyes, symbol of pain, symbol of sleep, telekinesis, waves of fatigue;* 6th—*analyze dweomer, antimagic field, circle of death, create undead, disintegrate, eyebite, greater dispel magic, geas/quest, guards and wards, mislead, programmed image, symbol of fear, Tenser's transformation, true seeing;* 7th—*control weather, ethereal jaunt, finger of death, greater arcane sight, greater scrying, insanity, project image, power word blind, spell turning, symbol of stunning, waves of exhaustion;* 8th—*create greater undead, demand, dimensional lock, discern location, greater prying eyes, horrid wilting, polymorph any object, protection from spells, scintillating pattern, screen, symbol of death, symbol of insanity.*

Possessions: Amulet of proof against detection and location, minor ring of fire resistance, Boccob's blessed book spellbook (usually kept in the library), *crystal ball with true seeing* (usually kept in an out-of-the way chamber).

Strahd's Spellbook (EL 10)

Strahd's spellbook at this level is as dangerous as it is tempting. On the cover is a *symbol of fear* (Will negates DC 25) that affects creatures within 60 feet of the spellbook once someone triggers it by looking at the book's cover. Touching the book triggers a mental *alarm* that alerts Strahd. Finally, the first page inside the book has a *symbol of death* (Fortitude negates DC 27), while the inside front cover has a *symbol of stunning* (Will negates DC 24). Thus opening the spellbook likely triggers both symbols. Strahd is attuned to both symbols, so they don't affect him. The three symbols are CR 7, CR 8, and CR 9 traps.

CASTLE RAVENLOFT

by Matthew Sernett • cartography by Rob Lee

The RAVENLOFT campaign setting (now produced and supported as a d20 setting by White Wolf) owes a great deal to the original *RAVENLOFT* adventure. The events of that adventure took place in Castle Ravenloft, a dark and imposing edifice set high in the mountains. Castle Ravenloft stands with cliffs falling away on all sides and a wooden drawbridge offering the only means of egress. The towering castle offered many areas for exploration and adventure, and continued exploration brought to light ever greater horrors.

Presented on these pages is a fresh rendition of this classic adventure site for you to breathe new life (or undeath) into Castle Ravenloft. Map numbers and names refer to those given to the locations in the original *Ravenloft* adventure. Use this map when you have your player's face Strahd or for whatever castle location exists in your campaign.

MAP 10: SPIRES OF RAVENLOFT
The highest tower of Castle Ravenloft was home to nothing but chill air and loneliness.

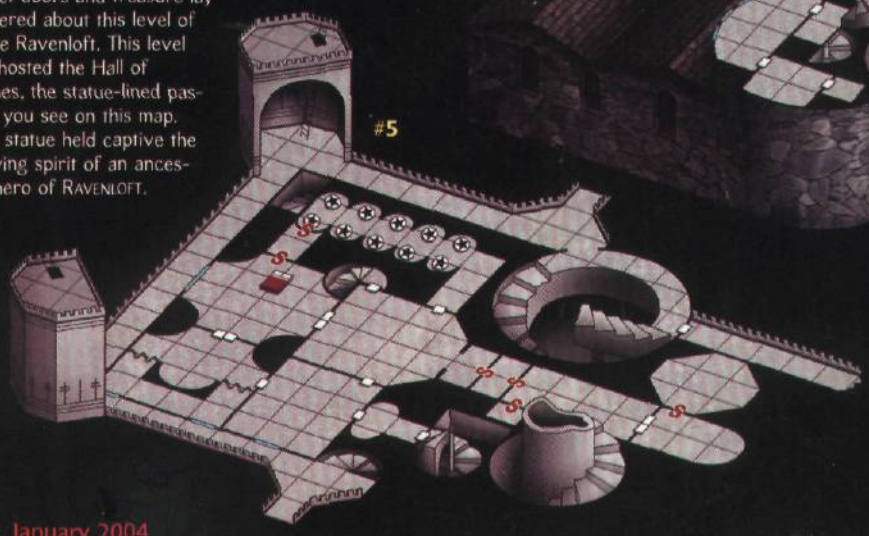
MAP 9: SPIRES OF RAVENLOFT
This room held a bed. Manacles were attached to the wall. What transpired in this room is left to your imagination.

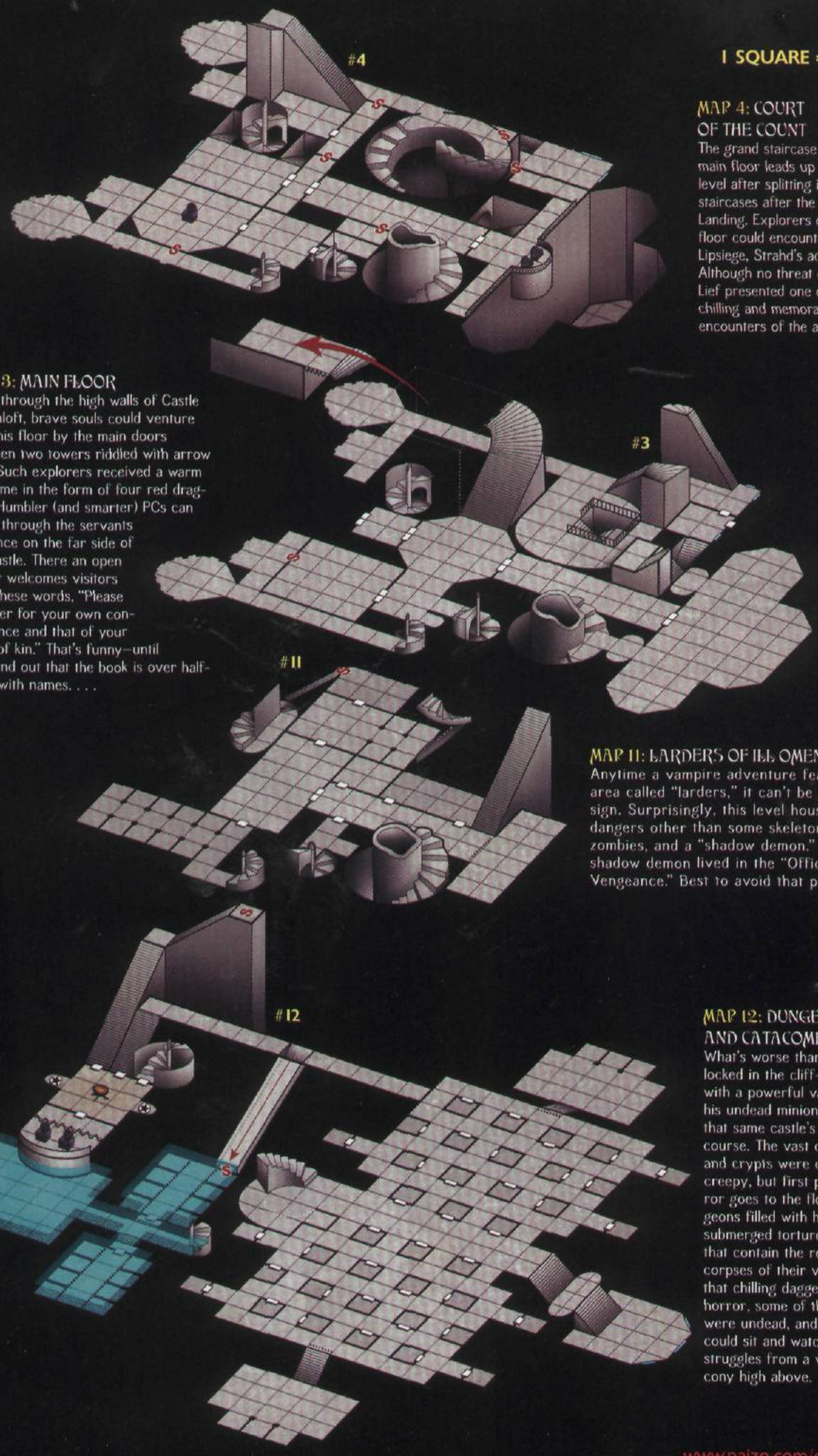
MAP 8: SPIRES OF RAVENLOFT
This portion of the Spires housed the tower's heart. That's right, the tower itself was alive and malignant, and to slay it, adventurers had to shatter the organ made of beating red glass.

MAP 7: SPIRES OF RAVENLOFT
The perilous Spires of Ravenloft were home to witches and black cats. A trapdoor in the floor of one of these rooms could be lifted to reveal the components of a witch's brew: eye of newt, hair of bat, snail hearts, and maresweat.

MAP 6: SPIRES OF RAVENLOFT
This level of the castle held a windowed lounge. Inside the lounge, a bookcase provided such lively titles as "Identifying Blood Types: A Beginers' Handbook" and "Life Among the Undead: Learning to Cope." Clearly humor was one of the suggested coping mechanisms.

MAP 5: ROOMS OF WEEPING
Secret doors and treasure lay scattered about this level of Castle Ravenloft. This level also hosted the Hall of Heroes, the statue-lined passage you see on this map. Each statue held captive the grieving spirit of an ancestral hero of RAVENLOFT.





1 SQUARE = 10 FEET

MAP 4: COURT OF THE COUNT
The grand staircase from the main floor leads up to this level after splitting into two staircases after the Grand Landing. Explorers of this floor could encounter Lief Lipsiege, Strahd's accountant. Although no threat on his own, Lief presented one of the most chilling and memorable encounters of the adventure.

MAP 3: MAIN FLOOR
Once through the high walls of Castle Ravenloft, brave souls could venture into this floor by the main doors between two towers riddled with arrow slits. Such explorers received a warm welcome in the form of four red dragons! Humbler (and smarter) PCs can enter through the servants entrance on the far side of the castle. There an open ledger welcomes visitors with these words, "Please register for your own convenience and that of your next of kin." That's funny—until you find out that the book is over half-filled with names. . . .

MAP 11: LARDERS OF ILL OMEN
Anytime a vampire adventure features an area called "larders," it can't be a good sign. Surprisingly, this level housed few dangers other than some skeletons, a few zombies, and a "shadow demon." The shadow demon lived in the "Office of Vengeance." Best to avoid that place.

MAP 12: DUNGEON AND CATACOMBS
What's worse than being locked in the cliff-top castle with a powerful vampire and his undead minions? Being in that same castle's dungeons, of course. The vast catacombs and crypts were certainly creepy, but first prize for terror goes to the flooded dungeons filled with half-submerged torture devices that contain the rotting corpses of their victims. For that chilling dagger-twist of horror, some of the corpses were undead, and Strahd could sit and watch your struggles from a viewing balcony high above.

The spellbook has spells written on 467 of its pages. The spells inside are worth 23,350 gp, and the *Boccob's blessed book* itself is worth 12,500 gp.

RUNNING STRAHD

Strahd is smart, patient, and cautious. PCs might not even see him the first few times they face him, because Strahd will be silently observing the PCs from behind a throng of minions. When you run Strahd, think of two escape plans he can use if the PCs get the upper hand. He might have a floor grate he can slither through using *gaseous form*. Perhaps he'll use a *passwall* spell, then dismiss it behind him. Strahd is capable and cautious enough to escape the PCs multiple times before a final showdown. Because Strahd favors hit-and-run tactics, the PCs don't earn experience points for getting the vampire to flee.

Strahd always takes the time to cast protective spells before confronting the PCs, and Strahd often leaves one spell slot at each level unprepared when his library study is complete. After an initial confrontation or two against the PCs, he takes 15 minutes to pick spells from his spellbook that exploit specific weakness he observed among his foes.

While Strahd is both a potent spellcaster and a powerful vampire, he does have some weaknesses. Because he has no Constitution score, his hit points are relatively low for a creature of his CR, and his Armor Class is low as well. When you run Strahd in combat, make sure he flees before he reaches the point where blows from the PCs are likely to take him out (or turn him gaseous, in any case). Strahd's meager hit point total is ameliorated by two other factors: his fast healing and the ease with which he can get temporary hit points. With fast healing 5, CR 12 Strahd can heal himself completely in about 1 minute, and CR 18 Strahd can do the same in about 2 minutes.

Both blood drain and energy drain give Strahd temporary hit points. He can use either the PCs as the source for the hit points (attacking them normally in combat), or drain animals called with his children of the night ability.

Here are some other tactics Strahd might employ:

Always Be Eavesdropping: Whether you use Strahd's natural stealth, an *invisibility* spell, *scrying*, *prying eyes*, or the CR 18 Strahd's *crystal ball*, watch the PCs wherever they go and listen in on their conversations. Strahd gradually learns the abilities of his foes this way, and he discovers much about their demeanor, personality, and fears as well.

Test with Minions: Rather than confront the PCs directly, use minions or the children of the night ability to send bats and wolves against the characters. Then have Strahd silently observe, learning what tactics the PCs employ, which spells they use, and other important information that would otherwise surprise him.

Slow the PCs Down: Strahd's many *symbol* spells (and *guards and wards* for the CR 18 version) can be sprinkled around Strahd's castle or other lair. In addition to hurting the PCs directly, those spells force the PCs to thoroughly search each room they enter and take great efforts to avoid traps—even in places that don't have traps. That gives Strahd more time: time to observe the PCs, time to prepare spells of his own, and time to set up deadlier encounters.

Separate and Drain: If Strahd can temporarily separate one PC (preferably not a front-line fighter) from the rest of the group, he can probably outgrapple and blood drain the PC, creating a new vampire and gaining a lot of temporary hit points in the process. Strahd might use *telekinesis* to drop a portcullis between a lead rogue and the rest of the party. While the rest of the party attacks Strahd's minions in melee, Strahd himself might make a meal out of a wizard who remains at the rear to cast spells. Strahd won't try this trick on any PC who's likely to be able to outwrestle him, and he won't try blood drain if the rest of the party can rush to the aid of their grappled compatriot. Strahd has seen many vampires destroyed by adventurers who surround a vampire that can't defend itself because it's grappling.

Separate and Dominate: Strahd's ability to dominate works best if the rest of the PCs don't know that one or more of their comrades have been dominated. In other words, if the rest of the PCs don't see their comrade lock gazes with Strahd. Strahd uses the same techniques described above to separate one PC from the rest of the group, but he can dominate more quickly because it requires just a standard action, not a full-blown wrestling match. He's smart enough to dominate fighters and rogues rather than wizards and clerics.

If the player of the dominated PC is amenable, you can keep the domination a secret from the rest of the players for multiple encounters (or even a session or two). Strahd can have the dominated PC surreptitiously sabotage the party by intentionally missing in combat, leading the PCs into trapped areas, and casting lower-level spells in the place of higher-level ones. If you're in cahoots with the player of the dominated character, have the player make fake die rolls in combat and otherwise disguise the fact that he's working for Strahd.

A dominated PC is also another way Strahd can keep tabs on the PCs, because Strahd can concentrate for a round and receive full sensory input from the dominated PC.

Prepare before Melee: The CR 18 Strahd should definitely cast *Tenser's transformation* (netting +10 on attacks and +6 AC) prior to melee; while it prevents further spellcasting, Strahd's supernatural vampire abilities function normally. But be careful: Strahd can't dismiss the spell to regain spellcasting; once he casts *Tenser's transformation*, there's no way for him to cast spells for 18 rounds.

Against many high-level PCs, Strahd has an even more frightening alternative prior to melee: *antimagic field*. While the spell prevents Strahd from casting spells, dominating, or using energy drain, it greatly weakens equipment-dependent PCs. Strahd's fast healing, blood drain, and spider climb work inside the *antimagic field*. While Strahd can't take *gaseous form* voluntarily, he still does so if reduced to 0 hp. Be aware that if you use this tactic, your players need to spend some time recalculating attack and saving throw bonuses, hit points, AC, and other statistics that otherwise would take their magic equipment into account.

Set Up the Battlefield: Strahd tries to get into a particular area a few minutes before the PCs do, then casts spells to make the confrontation easier. If Strahd has a safe place within a few hundred feet to store his body, he can wreak havoc by casting *magic jar*, then jumping from PC to PC and forcing them to attack each other.

Prevent the Party's Escape: *Dimensional lock* and *arcane lock* can prevent a party from fleeing, adding to their terror and enabling Strahd to capitalize on an advantage he gains in combat.

HOLLOW WORLD

by Ken Marable · Illustrated by Anne Stokes

Many sages call themselves enlightened for realizing the Known World is a great sphere of rock and not a flat plane. This underscores the true ignorance of such mortals. For miles below their feet is not a solid rock core, but a vast open cavern. Unknown to nearly all its denizens, the Known World is just one side of a skin, and on the other side lies the HOLLOW WORLD.

Originally discovered by Ka, the dinosaur deity of knowledge and protection, it has become a haven where deities transport dying races and cultures. While the Known World moves on, memory of these peoples falls into obscurity. But in the HOLLOW WORLD, they are forever preserved. Powerful divine magic prevents any group from ever being totally destroyed, as well as preventing one culture from adopting the ways of another.

However, the HOLLOW WORLD is far from being a peaceful place. Even evil deities bring their favorite groups here, and with them come strife and warfare. Cultures and races can be crushed in wars, but as long as a few members survive, even in slavery, then the preserving magic is satisfied. Among the vilest of these societies are the Azcan. Their two primary deities, Ka (who the Azcan knew as Kalaktala) and Otzitiotl, first brought the Azcans to the HOLLOW WORLD several thousand years ago. At that point in time, they were far from the dark society they have now become. Nearly 1,500 years after their arrival, a powerful evil elf named Atziann entered the HOLLOW WORLD in the midst of Azcan territory and was fascinated with these people. When Atziann ascended to become a deity of corruption, he turned his sights back to the Azcans.

Calling himself Atzanteotl, he worked to corrupt the Azcan king and turn him and his priests to darker ways. Their tradition of sacrifice, which was seldom practiced and consisted primarily of unintelligent animals, exploded again. Now the sacrifices were in the name of Atzanteotl, and these rituals included humans, elves, and all other intelligent races. The sacrifices became the cornerstone of their corrupted society, and the Azcans began to wage wars against their neighbors in order to expand Atzanteotl's influence and procure prisoners to be sacrificed.

DEFILERS OF KA

Generations came and went, and the Azcans found it more difficult to wage war against the newer arrivals. These cultures brought with them more modern technology to the HOLLOW WORLD, such as steel weaponry and even gunpowder, none of which the Azcans can adopt due to the preservation magic inherent to the Hollow World. They called out to Atzanteotl to help them.

Atzanteotl answered. He had been exploring a new aspect of corruption, and now was the time to let his mortal pets experience it. Atzanteotl had discovered a way to steal miniscule portions of a deity's essence through the ritualistic killing of his followers. Atzanteotl decided to turn this power against his eternal nemesis Ka. The details of the ritual came in fevered dreams to the Azcan priests. Having been born a dinosaur in his mortal life, and being the loving protector of them even now, Ka was intimately linked with the great beasts. Through the ritual of Atzanteotl, the Azcan priests would now be able to twist and corrupt that link for their own evil purposes.

The ritual has become known as Tchaltilka ("the taint of Ka"), and involves the ceremonial sacrifice of a dinosaur and the mixing of its blood with various herbal and magical concoctions (costing 1,250 gp). Six priests, one of whom must be at least 12th level, and the rest at least 4th, must perform this ritual. One person of any level is immersed in the mixture, and a small portion of Ka's energy is corrupted and absorbed into that person. The process is painful, but the subject gains the Ka-tainted template (see below). The priests performing the ritual must constantly chant praises to Atzanteotl and curses to Ka throughout the entire process, so none of the participants in the ritual can be the beneficiary of its results. After the immersion,

SUNDERING KA

the components are expended and the mixture cannot be re-used.

Participating voluntarily in the Tchaltilka ritual is considered an evil act. On the rare occasion a creature is exposed involuntarily to the ritual, it can make a DC 20 Fortitude save to resist the changes. Creatures that resist the ritual are usually slain by the Azcans once they emerge from the Tchaltilka pool.

Both warriors and spellcasters alike find benefit in the ritual. These enhanced Azcans are informally known as the Defilers of Ka, and they are led by Prince Chilmoc (male Ka-tainted human Clr 17). Prince Chilmoc is second only to his father, King Moctitlapac, in power. Out on the battlefield away from the Azcan capital, Chilmoc's word is holy law. Many towns have learned to dread the site of Chilmoc's banner coming into view.

The warriors in service of Chilmoc, Defilers every one, are composed primarily of uncivilized barbarians called Raptor Warriors. They have achieved elite status among the Azcan army. They prefer to attack in packs, charging en masse at a single target and brutally attacking with blinding speed and ferocity until their opponent is slain.

Spellcasters under the prince's banner are predominantly clerics, with a significant number of sorcerers among their ranks (druids and wizards are almost unheard of in Azcan culture). Even with their vastly different command of magic, the common populace does not differentiate the two, and both arcane and divine Defilers have come to be called Clawed Shamans. These spellcasters learn to use their spells to tear through the defenses and flesh of their enemies.

Thus, with the growing use of Tchaltilka, a new evil was unleashed upon the Hollow World—an evil spawned and corrupted from the blood of one of the world's greatest protectors.

KA-TAINTED TEMPLATE

Creatures that undergo the Tchaltilka ritual gain the Ka-tainted template. Ka-tainted creatures appear much as they did originally, except that their skin takes on a scaly or a rough and pebbly appearance. The creature might also exhibit other subtle characteristics based upon the dinosaur sacrificed in the ritual of Tchaltilka. Tiny horns and a bony ridge might appear on the top of the head, the creature's neck might lengthen, or its jaw might gain a snout-like appearance.

Whatever the creature's physical abnormalities as a result of the ritual, they are never pronounced enough to give any game benefits except as noted below.

Sample Ka-Tainted Creature

This creature looks like it might have descended from a human, or perhaps once was one. While bipedal, armed, and armored, it has rough, pebbled, gray-green skin and a massive, distended jaw filled with sharp teeth.

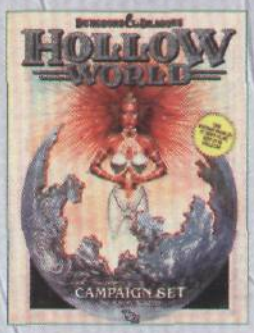
This example uses a 4th-level human barbarian as the base creature. The dinosaur used in this Tchaltilka ritual was a tyrannosaurus.

Ka-Tainted Male Human Barbarian 4
Medium Humanoid (Augmented Humanoid)
Hit Dice: 4d12+15 (41 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 18 (+1 Dex, +2 natural, +5 armor), touch 11, flat-footed 17
Base Attack/Grapple: +4/+9
Attack: +1 *greataxe* +11 melee (1d12+8/x3) or bite +9 melee (1d8+5)
Full Attack: +1 *greataxe* +11 melee (1d12+8/x3) and bite +4 melee (1d8+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood of Ka, rage 2/day
Special Qualities: Fast movement, low-light vision, scent, trap sense +1, uncanny dodge
Saves: Fort +7, Ref +2, Will +2
Abilities: Str 20, Dex 13, Con 16, Int 8, Wis 12, Cha 8
Skills: Climb +11, Intimidate +6, Jump +11, Listen +8, Survival +6
Feats: Improved Natural Attack (bite)[B], Power Attack, Rage of the Raptor*, Toughness[B], Weapon Focus (greataxe)
Environment: Warm or temperate forests
Organization: Solitary, company (one plus 2-4 recruits of 1st level), squad (one plus 5-10 recruits of 1st level), or band (1-2 plus 15-20 recruits of 1st level and one commander of 8th level)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic or neutral evil
Advancement: By character class
Level Adjustment: +3

*See the New Feats section for details.

Combat

Ka-tainted tyrannosaurus barbarians attempt to engage enemies in melee as



THE CREATION OF HOLLOW WORLD

by Stan!

The Hollow World setting began development in 1989, according to Bruce Heard. "It was mostly freelancers like Aaron Allston and Anne DePuis," he says. The interesting thing is that it was developed at the same time as the Known World setting. "We were simultaneously developing the inside and outside of the world. So instead of one product line, we wound up with two for the same world."

The premise is that the world of Mystara is hollow. The interior has a glowing red sun at the center so that there is no night. "The center of the world served as a sort of museum for the gods," Heard explains. "It was where they stored all the ancient races, cultures, and creatures after their time on the surface was done. Hollow World was like Arthur Conan Doyle's *Lost World*, with dinosaurs and everything running around."

Despite this premise, Hollow World never sold as well as the Known World or Mystara products. "Which is a shame," Heard says. "I think we made a mistake by separating them too much. We should have promoted them as one big world. People playing in Mystara should have had adventures in the Hollow World every now and then."

According to Heard, Steven Schend was the "hidden hero" of both the Known World and Hollow World.

"When Steven put together the *Rules Cyclopedia*," he says, "he made it possible to play a big campaign using the basic D&D rules. You didn't have to carry around four or five boxed sets anymore—it was all in one book. I still think that's one of the best game products ever."

quickly as possible, as they glory in the use of their terrible bite attack. They rage almost immediately in combat, using Rage of the Raptor if faced with many ranged attackers, or a normal barbarian rage if they fight more melee combatants.

Blood of Ka (Su): The blood of the Ka-tainted barbarian is corrupted and poisonous. Its blood acts as a contact poison (DC 13; DC 15 when it rages) that deals initial and secondary damage of 1d6 Intelligence and 1d4 Constitution.

Additionally, those who deal damage to a Ka-tainted creature with non-reach handheld or natural weapons are exposed to the Ka-tainted's poisonous blood.

A Ka-tainted is immune to the effects of its own blood, but not from the blood of other Ka-tainted creatures.

Possessions: +1 chain shirt, +1 greataxe, masterwork short sword, two *potions of cure light wounds, potion of bull's strength.*

Creating a Ka-Tainted Creature

"Ka-Tainted" is an acquired template that can be added to any giant, humanoid, or monstrous humanoid. A Ka-tainted creature uses all the base creature's statistics and abilities except as noted here. Some features depend upon what kind of dinosaur was sacrificed in the Tchaltilka ritual. These are noted in subsections of the sections below. While only dinosaurs found in the *Monster Manual* are called out in this template, dinosaurs with similar abilities could grant similar bonuses (DM's discretion), and dinosaurs with different strengths might grant entirely new abilities to the base creature.

Speed: Change by dinosaur, otherwise same as the base creature.

Elasmosaurus: The base creature gains a swim speed of 20 feet.

Armor Class: Natural armor improves by +2 unless the dinosaur sacrificed was a triceratops.

Triceratops: Natural armor improves by +4.

Attack: Change by dinosaur, otherwise same as the base creature. If the base creature can use weapons, the Ka-tainted retains this ability. A Ka-tainted fighting without weapons uses its natural attack when making an attack action. When it has weapons, it usually uses the weapons instead.

Deinonychus or Megaraptor: The Ka-tainted gains two claw attacks, as razor-sharp, hooked claws grow from its feet.

Triceratops: If the dinosaur sacrificed was a triceratops, the Ka-tainted grows two sharp horns and gains a gore attack.

Tyrannosaurus: The Ka-tainted has a bite attack, as its jaw enlarges and extends, and its teeth grow pointed and sharp. The Ka-tainted tyrannosaurus also receives the Improved Natural Attack (bite) as a bonus feat, which increases the damage of its bite beyond what it would normally deal for a creature of the base creature's size.

Full Attack: If the type of dinosaur sacrificed in the Tchaltilka ritual grants the Ka-tainted a natural attack and the creature is armed with a weapons, it usually uses the weapon as its primary attack and a claw or other natural attacks as additional secondary attacks.

Damage: Ka-tainted might have bite, claw, or gore attacks (see Attack and Full Attack above) that deal damage as described in the Ka-Tainted Natural Attack Damage table. If the base creature has one of these attack forms, use the values below or the base creature's damage value, whichever is greater.

Special Attacks: A Ka-tainted creature retains all the special attacks of the base creature and gains the following special attack.

Blood of Ka (Su): The blood of a Ka-tainted creature is corrupted in the Tchaltilka ritual, becoming viscous and poisonous. A Ka-tainted creature's blood acts as a contact poison (DC 10 + 1/2 Ka-tainted's racial Hit Dice + Ka-tainted's Constitution modifier) that deals initial and secondary damage of 1d6 Intelligence and 1d4 Constitution.

Ka-tainted creatures often coat their weapons in their own blood. Additionally, those who deal damage to a Ka-tainted creature with non-reach handheld weapons or natural weapons that deal slashing or piercing damage are exposed to the Ka-tainted's poisonous blood. A Ka-tainted creature's poisonous blood loses

KA-TAINTED NATURAL ATTACK DAMAGE

Size	Bite Damage*	Claw Damage	Gore Damage
Fine	1	—	—
Diminutive	1d2	1	1
Tiny	1d3	1d2	1d2
Small	1d4	1d3	1d4
Medium	1d6	1d4	1d6
Large	1d8	1d6	1d8
Huge	2d6	1d8	2d8
Gargantuan	2d8	2d6	3d6
Colossal	4d6	2d8	4d6

*This does not include the damage increase from the Improved Natural Attack (bite) feat, which tyrannosaurus Ka-tainted creatures receive as a bonus feat.

ATZANTEOTL

Atzanteotl (Greater Deity): Chaotic Evil; Domains: Chaos, Death, Destruction, Evil, Trickery; Portfolio: Decay, Corruption (especially of nobility and entire societies); Symbol: Feathered serpent.

DEFILERS OF KA

Defilers of Ka (medium): AL NE; 50,000 gp resource limit; Membership 210; Isolated (human 95, drow 4, half-drow 1).

Authority Figures: Prince Chilmoc (male Ka-tainted human Clr 17), Tlaquihin (female Ka-tainted half-drow Bbn 13).

Important Characters: Atlotzin (male Ka-tainted human Bbn 8), Prince Tzuicenoch (male Ka-tainted human Clr 10), Omiztli (female Ka-tainted human Sor 8).

Others: Integrated; Bbn 4 (2), Bbn 1 (74), Clr 5 (2), Clr 3 (4), Clr 1 (66), Sor 4 (1), Sor 2 (2), Sor 1 (26), Ftr 4 (1), Ftr 2 (1), Ftr 1 (15), War 5 (1), War 3 (1), War 1 (9). *Note:* There is an 85% chance that one of the rank-and-file members of the Defilers of Ka possesses the Ka-tainted template. Those without it are new recruits awaiting the next hunt for suitable dinosaur sacrifices.

potency and becomes harmless 24 hours after it leaves the creature's body.

A Ka-tainted is immune to the effects of its own blood, but not from the blood of other Ka-tainted creatures.

Special Qualities: A Ka-tainted creature retains all the special qualities of the base creature and also gains the following qualities.

Low-light Vision (Ex): If the base creature already possessed low-light vision, then no additional benefit is gained.

Scent (Ex): A Ka-tainted creature gains the scent ability.

Triceratops: Stability (Ex): The Ka-tainted gains the stability quality, identical to the dwarven racial trait.

Abilities: Increase from the base creature as follows: Str +4, Con +2, Int -2.

Skills: Change by dinosaur, otherwise same as the base creature.

Deinonychus or Megaraptor: The Ka-tainted creature gains a +2 racial bonus to Hide, Jump, Listen, Spot, and Survival checks.

Elasmosaurus: The Ka-tainted creature gains a +2 racial bonus to Hide checks in water.

Feats: The Ka-tainted creature gains the Toughness feat as a bonus feat.

Tyrannosaurus: The Ka-tainted creature gains the Improved Natural Attack (bite) feat as a bonus feat.

Environment: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Alignment: Usually any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

NEW FEATS

Creatures with the Ka-tainted template gain access to the following special feats. Some of the feats require that a specific type of dinosaur was sacrificed in the evil Tchaltilka ritual.

Clawed Spell [Metamagic]

The hazy image of saurian claws forms around your hands when you cast touch spells, dealing damage in addition to the spell's normal effects.

Prerequisites: Ka-tainted, Weapon Focus (touch).

Benefit: Saurian claws of force appear around your hands. All clawed spells with a range of "touch" deal +1d6 points of additional damage for every five caster levels you possess. Even non-damaging spells or spells that do not deal hit point damage (such as *touch of idiocy*) prepared as clawed spells deal this additional damage. This additional damage is a force effect and can damage incorporeal targets. An incorporeal creature does not have the normal 50% chance to ignore the damage from a clawed spell cast by a corporeal spellcaster. A clawed spell uses up a spell slot one level higher than the spell's actual level.

Normal: An incorporeal creature has a 50% chance to ignore damage from spells from a corporeal source.

Megaraptor's Leap [General]

You can make surprising jumps and leaps even when you have little room to move.

Prerequisites: Ka-tainted (deinonychus, megaraptor), Jump 5 ranks, Run.

FOR YOUR CHARACTER

The Tchaltilka ritual, as presented, is an evil ritual. Therefore, non-evil PCs would most often be involved in opposing the Defilers of Ka. Perhaps the character is a servant of Ka who has learned of this perversion of her deity's power. Alternatively, your character might be a druid or ranger who has noticed the depletion of dinosaurs in a region and wants to stop the bloodshed.

The template and feats don't need to be evil. You can change the background of the Tchaltilka ritual by making it symbolic of a symbiotic or totemic relationship between a dinosaur and the ritual's recipient. Also, new feats can be developed to draw upon the specific characteristics of other dinosaurs.

FOR YOUR CAMPAIGN

The "Lost World" style location is common in many fantasy worlds. With that, the Aztec-like Azcan culture and their dinosaur sacrifices can fit into nearly any remote jungle setting.

In the *Forgotten Realms Campaign Setting*, this organization might be from Chult or a remote portion of Maztica. Atzanteotl can either be introduced into the setting as a new deity, or he could actually be another face of the god Cyric. Ka can be a god only worshiped in the remotest regions of the Realms or be replaced with Ubtao. To bring them closer to the heart of the Realms, Defilers of Ka might start appearing on ships arriving in Amn. From there, they might seek to spread Atzanteotl's corrupt influence across Faerûn.

In a planar campaign, such as in the Planescape setting, the Defilers of Ka can be located in the dark jungles of Karasuthra, the lowest layer of the Beastlands. With the plethora of deities living within the Outer Planes, fitting Ka and Atzanteotl in is a trivial matter. Most mortals outside of the Beastlands might have never heard of the Azcans or their Defilers, and most deities look at Ka and Atzanteotl's feud as typical divine squabbling. Few outside these two groups realize the true potential of the defilement ritual and its ability to sap the divine energy from a deity.

Even though dinosaurs do not exist in the Dark Sun campaign setting, plenty of other predators exist in that world that could serve as sacrificial victims. The lack of deities can also be dealt with by having the ritual draw upon the power within animals themselves, much as defiler magic draws away the life force of living plants. The ritual of the Defilers of Ka could actually be a horrifying variant of defiler magic that saps the life of living non-plant creatures.

Whatever world you play in, it is possible to use Defilers of Ka as the primary opponents in a campaign. Perhaps the player characters are the first ones to discover the Raptor Warriors and Clawed Shamans, and investigations lead to a larger plot to sap the strength of Ka (or another good deity) and use it to forge an unstoppable army. The decline of Ka and the rise of this force together might be directed toward the total destruction of that deity and his followers.

Benefit: You need to move only 10 feet to get a running start for Jump checks. If you do not get a running start, the DC for the Jump check is multiplied by 1.5.

Normal: Jump check DCs assume you get a running start by moving 20 feet in a sraight line before jumping. If you do not move 20 feet in a straight line, the DC for the Jump is doubled.

Piercing Spell [Metamagic]

By twisting the protective nature of Ka, your spells can pierce another's defenses.

Prerequisite: Ka-tainted.

Benefit: This feat can only be applied to spells that require a touch attack (either melee or ranged). Piercing spells ignore a target's deflection bonus, if any, to Armor Class. A piercing spell uses up a spell slot one level higher than the spell's actual level.

Predator's Step [General]

You stalk your prey in deathly silence.

Prerequisites: Ka-tainted, Move Silently 5 ranks, Run.

Benefit: The penalty to Move Silently checks while moving faster than one-half your speed is reduced by 5. The benefit of this feat does not apply to penalties to Move Silently checks accrued through other sources (such as from terrain).

Normal: When moving at a speed greater than one-half but less than your full speed, you take a -5 penalty on Move Silently checks. When running or charging, you take a -20 penalty.

Rage of the Raptor [General]

You rage gives you fearsome speed and agility.

Prerequisites: Ka-tainted, ability to rage, Dex 13.

Benefit: When you rage, you may choose to use your normal rage benefits or gain the benefits provided by this feat instead. If you choose to gain the benefits provided by this feat, you can gain a +4 bonus to Dexterity, a +4 bonus to Constitution, and your base land speed increases by 10 feet. However, you take a -2 penalty to Will saves. Also, you can continue to use Dexterity-based skills while using this feat, but you still cannot use Charisma- or Intelligence-based skills with the exception of Intimidate. These effects replace all normal effects of a rage.

A Rage of the Raptor lasts for a number of rounds equal to 3 + the character's Constitution modifier. A character can prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter, unless the character has another ability that prevents these side effects of a rage, such as the 17th-level barbarian's tireless rage ability.

Special: Characters with the greater rage class ability gain a +6 bonus to Dexterity and Constitution, and a total base land speed increase of 20 feet. Characters with the mighty rage class ability gain a +8 bonus to Dexterity and Constitution, and a total base land speed increase of 30 feet. In either of these cases, the Will save penalty remains -2.

Normal: A character engaging in a rage gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class.

Triceratop's Charge [General]

Your charge is deadly.

Prerequisites: Ka-tainted (triceratops), base attack +3.

Benefit: When you charge a foe, you may make a gore attack as a secondary natural attack in addition to the normal attack you can make during a charge. If you only attack with a gore during the charge, the gore attack is a primary attack and deals double damage.

FORGOTTEN REALMS

Sin Eaters of Eilistraee

by James Jacobs

The faithful of Eilistraee are known throughout the Realms for their devotion to the arts of dancing and song, to the moonlit hunt, and to various graceful styles of sword fighting. Yet one aspect of the Dark Maiden's faith that is often overlooked by outsiders is her stance against the unsaved drow of the Underdark. Whereas the worshipers of Lolth, Vhaeraun, and the other drow deities view the clergy of Eilistraee as bitter enemies and hated rivals, the faithful of the Dark Maiden are taught not to hate their deep-dwelling kin but to pity them and offer them mercy and sanctuary when they are encountered.

One sect of worshipers have taken this dogma a step further. These are the silverhair knights, selfless and merciful priests who seek out evil drow and use their sins against them in an attempt to show them the errors of their ways. Most silverhair knights fight these drow only with nonlethal attacks, offering them mercy even when none is sought. The most powerful silverhair knights are capable of pulling a drow's sins from his body and absorbing them with her own strength of faith. This is a dangerous ritual, but its effects cannot be dismissed. The silverhair knights might just be the redemption of the drow race, if they can only withstand the terrible despair of the sins they release from their tortured hosts.

Silverhair Knight

Silverhair knights, also known as "sin eaters," train to aid in the conversion and subsequent protection of drow who have come to the surface of Faerûn. The silverhair knights are most active in regions where drow attempt to establish a foothold on the surface; at this point, most of the knights in this relatively new order are based in Cormanthor. Silverhair knights avoid killing drow if at all possible. Their theory is that if other drow see that silverhair knights do not advocate the slaughter of their "enemies," they themselves can feel safer about abandoning the teachings of Lolth and her kin. Only when the death of a drow would directly result in saving the life of others is lethal force permitted, and even then, the silverhair knight must seek atonement for her dreadful deed.

Multiclass clerics with some levels of fighter, ranger, bard, or even barbarian have the greatest ease becoming silverhair knights. Although most silverhair knights are female drow or half-drow, any worshiper of Eilistraee that can meet the requirements, regardless of race or gender, is welcome to join the order. When a silverhair knight finds an encampment of drow, she is expected to observe the group from hiding for some time, learning their ways and personalities from afar, so that she can identify members of the group who might wish to convert. Eventually, she is expected to infiltrate the group, identify and approach possible converts, and organize their escape to a safe location.

Silverhair knights dwell in out-of-the-way areas and generally avoid cities or other large metropolitan areas unless they are guiding a reformed drow to some sanctuary within. NPC silverhair knights are thus most often encountered in the wilds, especially in areas with heavy drow activity.

HIT DIE d6

SILVERHAIR KNIGHT Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+2	*Awaken sins* 1/day, merciful edge	+1 level in existing class
2nd	+2	+3	+0	+3	Blade of compassion +1d6	–
3rd	+3	+3	+1	+3	*Awaken sins* 2/day, voice of serenity	+1 level in existing class
4th	+4	+4	+1	+4	Blade of compassion +2d6	–
5th	+5	+4	+1	+4	*Awaken sins* 3/day, consume sins	+1 level in existing class

Class Features

All of the following are class features of the silverhair knight prestige class.

Weapon and Armor Proficiency: Silverhair knights gain no proficiency with any weapon or armor.

Spellcasting: A silverhair knight continues training in divine magic while practicing her other skills and abilities. When a new odd-numbered silverhair knight level is gained, the character increases her spellcasting ability as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, bonus feats, and so on). This essentially means that she adds the level of silverhair knight to the level of some other divine spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one divine spellcasting class before she became a silverhair knight, she must decide to which class she adds each level of silverhair knight for purposes of determining spellcasting when she adds the new level.

Awaken Sins (Su): A silverhair knight may cast *awaken sins* once per day as a supernatural ability. At third level, she may use this ability twice per day, and at fifth level she may do so three times a day.

Drow are particularly susceptible to this spell-like ability and suffer a -2 penalty on saving throws made to resist its effects.

Merciful Edge (Ex): A silverhair knight who opts to deal nonlethal damage with any sword she has the Weapon Focus feat in does not suffer the standard -4 penalty on the attack roll for striking to subdue with a lethal weapon.

Blade of Compassion (Ex): If a silverhair knight attacks an opponent with a sword she has selected for the Weapon Focus feat and she strikes to deal nonlethal damage, she can strike a vital spot for extra nonlethal damage. If the silverhair knight possesses the sneak attack ability, she can deal nonlethal sneak attack damage with the sword she has selected for the Weapon Focus feat (a character normally cannot deal nonlethal sneak attack damage with a weapon that deals lethal damage), and additional nonlethal damage gained from this ability stacks with any additional nonlethal damage done with a sneak attack. Using the blade of compassion attack requires concentration and focus; the silverhair knight cannot wield a weapon in her off hand or use a shield when attacking in this manner, although she can use both hands to attack if the sword can be wielded two-handed. This attack is subject to all the restrictions of a rogue's sneak attack, and it is only effective against creatures that can suffer nonlethal damage.

SILVERHAIR KNIGHTS
Requirements

To qualify to become a silverhair knight, a character must fulfill all the following criteria.

Base Attack: +6.

Alignment: Chaotic good.

Bluff: 8 ranks.

Diplomacy: 8 ranks.

Knowledge (religion): 8 ranks.

Sense Motive: 8 ranks.

Feats: Combat Expertise, Skill Focus (Diplomacy), Weapon Focus (any sword).

Spells: Ability to cast 2nd-level divine spells.

Patron: Eilistraee.

Special: A character who wishes to become a silverhair knight cannot have slain or caused the death of a drow of any alignment at any time in her past. If the character cannot meet this requirement, she must receive an *atonement* from a cleric of Eilistraee before being accepted into the order; payment for this *atonement* usually requires going on a quest for the church.

SILVERHAIR KNIGHTS
Class Skills

The silverhair knight's class skills (and the key ability for each skill) are:

Dex: Hide, Move Silently.

Con: Concentration.

Int: Knowledge (history), Knowledge (local), Knowledge (religion).

Wis: Heal, Listen, Sense Motive, Spot.

Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform.

Skill Points at Each Level: 2 + Int modifier.

THE CREATION OF FORGOTTEN REALMS

by Stan!

In 1986, TSR was looking for a new product line. "The fact is," says Jeff Grubb, "the company had a big hit with DRAGONLANCE, but they had no idea how long it could last. They were afraid the audience was going to start looking for something new, and they wanted to have it ready for them."

As the company started looking for a new idea to build from the ground up, Grubb pondered a series of articles that had been running in *DRAGON*. Written by a Canadian librarian name Ed Greenwood, the articles bit by bit described a fantasy world that was rich in history and culture—one that was practically perfect for TSR.

"So I called Ed," Grubb recalls. "I asked him if he had more written about this setting, or if he was just making it up as the articles went along."

When Greenwood said that he had a significant amount of material prepared for the game world, Grubb asked if he would be interested in selling the setting to TSR.

"Well," Greenwood reportedly answered, "I figured that since it's being published in *DRAGON*, you guys just owned it all already."

Grubb paused for a moment. "I'm not going to tell *anyone* you just said that. Let me see what sort of deal we can work out."

The deal that eventually was struck gave TSR ownership of the FORGOTTEN REALMS in exchange for a modest sum of money, an Apple Macintosh computer, and a promise of future work.

"Then the packages started arriving," Grubb recalls. "The first one had a bunch of 8.5 x 11 sheets of paper that, when taped together, made the first map of the Realms." Also included was a stack of notes that Ed had taken on life in the setting. "I thought, 'This is great!' Then the second package arrived. And the third. And the fourth. And not just any old packages—Ed's special air-tight packages."

Anyone who has worked on the FORGOTTEN REALMS or *DRAGON* knows about Ed's packages. "First they're thick, padded envelopes," Grubb explains. "Inside is an extra layer of bubble wrap sealed inside a sheet of tin foil. Inside that, each item—floppy disks, CDs, print-outs . . . *everything*—is sealed in its own individual tinfoil wrapper, and some are also covered in cellophane."

Voice of Serenity (Su): At 3rd level, a silverhair knight's voice takes on a strangely trustworthy and friendly lilt that soothes the suspicions and doubts of those with whom she interacts. She gains a +2 sacred bonus on Bluff and Diplomacy checks. Additionally, all enchantment spells she casts that have a verbal component gain a +1 sacred bonus to their save DC.

Consume Sins (Su): A 5th-level silverhair knight can perform a mysterious ritual to attempt to change the alignment of an evil fey, giant, humanoid, or monstrous humanoid to neutral. The silverhair knight must maintain unbroken physical contact with the target for a number of minutes equal to the target's Hit Dice. The target must be conscious for the duration, but need not be willing; usually such a target is kept tightly bound for the duration, but a silverhair knight can disguise what she is doing by making a Bluff check (opposed by the target's Sense Motive check). A new Bluff check must be made each minute. At the end of this duration, the target suffers 10d6 points of nonlethal damage as the full weight of sins on his conscience overwhelms him. Additionally, he must make a Will saving throw (DC = 10 + the knight's class level + the knight's Charisma modifier) to resist having his alignment changed to neutral.

If the target makes the Will save to avoid alignment change, his alignment remains the same, but his sins overwhelm the caster and fill her with rage, sadness, and despair. The silverhair knight immediately gains a number of negative levels equal to half the target's Hit Dice plus the target's Charisma modifier. If this reduces the silverhair knight's level to 0 or less, she immediately dies and rises within 24 hours as a ghost with the same alignment as the creature whose sins she last consumed. If the negative levels do not slay the knight, she instead lapses into a coma for 24 hours, at the end of which she awakens and must make Fortitude saving throws to keep the negative levels from becoming permanent (as normal with negative levels—see the *Dungeon Master's Guide* page 293).

Negative levels gained through a failed use of consume sins can be removed normally with a *restoration* spell, but doing so frees these "undigested" sins and grants the original target a +1 profane bonus per negated negative level to skill checks, attack rolls, and Will saves for the next 24 hours. Once the 24-hour coma has passed, any negative levels that have become permanent can be restored with a *greater restoration* spell without effect on either the silverhair knight or the target.

If the target fails the Will save to avoid alignment change, the sins are absorbed by the silverhair knight's soul and obliterated by her purity and devotion to Eilistraee. The target's alignment immediately changes to neutral, and the silverhair knight gains a +4 sacred bonus to her Charisma and a +1 sacred bonus to her caster level when casting spells with the Good descriptor. These bonuses persist for a number of hours equal to half the target's Hit Dice plus the target's Charisma modifier.

A creature whose alignment is changed to neutral by this supernatural ability is free to make its own choices regarding future actions. Most creatures see the error of their evil ways and do not return to their evil patterns of behavior. Many switch alignments to match that of the silverhair knight out of gratitude for the service provided.

Consume sins is a mind-affecting supernatural ability and a fear effect. A silverhair knight may consume sins once per week. Drow are particularly susceptible to this ability and suffer a -2 penalty to saving throws made to resist alignment change. A single target can only be affected by an attempt to consume sins once per year.

Ex-Silverhair Knights: A silverhair knight who willingly causes the death of a drow (directly or indirectly) must seek out *atonement* for her deed within 24 hours; this *atonement* must come from a cleric of Eilistraee. If the silverhair knight does not atone in this time, if she acts grossly out of accordance with the teachings of the Dark Maiden, or if she becomes any alignment other than chaotic good, she looses all special abilities and granted spells from her silverhair knight levels. She may regain these abilities at a later date by accomplishing a major quest for the church and then receiving an *atonement* spell from a priest of Eilistraee of equal or higher level than her character level.

Spells of the Silverhair Knights

The following spells were developed by the order of the Silverhair Knights to aid in their mission to redeem the drow, but they can just as easily be used by other good-aligned spellcasters who seek to forgive and save the wicked from their destructive lives.

Awaken Sin

Enchantment (Compulsion) [Fear, Good, Mind-Affecting]
Level: Clr 3, Pal 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One evil fey, giant, humanoid, or monstrous humanoid
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

Silverhair knights use this dramatic and somewhat unsettling spell to show evil individuals (particularly drow) the errors of their nefarious ways. If the target manages to resist the effects of this spell, the sudden upwelling of sinful memories cause a momentary distraction that imparts a -1 penalty on skill checks and attack rolls for 1 round. Failure indicates that the various acts of cruelty and hatred the target has inflicted throughout his life suddenly weigh down upon its mind, causing it to suffer the pains and torments of all those it has tormented and wounded. The target immediately takes 1d6 points of nonlethal damage per caster level (maximum 10d6) and is stunned for 1 round. If this knocks the target unconscious, it also takes 1d6 points of Wisdom damage.

This spell is rapidly gaining a foothold amongst other religions who sponsor sin eaters; in particular, paladins of Ilmater have taken a particular liking to the spell.

Eilistraee's Grace

Transmutation [Good]
Level: Brd 4, Clr 5
Components: V
Casting Time: 1 free action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

With a single word, you call upon the might and grace of Eilistraee, bathing

your body with divine energy. Your body glows with silvery light, providing illumination to a radius of 60 feet. You gain a -20 circumstance penalty on Hide checks made while under the effect of this spell.

For the duration of the spell, you gain a +2 sacred bonus to your Dexterity, and your base land speed increases by +10 feet.

Your touch attacks and any melee weapons you wield become infused with this power as well. They are treated as good-aligned weapons for the purposes of overcoming damage reduction.

Casting this spell is a free action. Casting this spell counts toward the limit of one quickened spell per round.

Moon Bolt

Evocation
Level: Clr 3, Drd 3
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: One living or undead creature, or two living or undead creatures, no two of which can be more than 15 ft. apart (see text)
Duration: Instantaneous
Saving Throw: Fortitude half (living target) or Will negates (undead target)
Spell Resistance: Yes

You create a bolt of shimmering moonlight that streaks from your outstretched hand to strike any living or undead creature in range. *Moon bolts* strike targets unerringly.

A living creature struck by a *moon bolt* takes 1d4 points of Strength damage per three caster levels (maximum 5d4). If the target makes a successful Fortitude saving throw, the Strength damage is halved.

An undead creature struck by a *moon bolt* must make a Will saving throw or fall prone and remain motionless and helpless for 1d4 rounds, after which time it is no longer helpless and can stand upright, but it suffers a -2 penalty to attack rolls and Will saving throws for 1 additional minute.

If you cast this spell outdoors at night, you can generate a second *moon bolt* that can be directed at the same target or a second target within 15 feet of the first target.

Moon Lust

Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 1
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell instills in the target an obsessive fascination with the moon. If the target fails its save, it fixates on the moon and is considered fascinated for the duration of the spell (see the *Dungeon Master's Guide* page 300-301).

If the moon is not visible at the time the spell is cast and the target fails its save, it grows worried and distracted, and is not fascinated. However, the creature instead takes a -1 penalty on all attack rolls and skill checks for the duration of the spell.

Sightless creatures are not affected by this spell.

Focus: A silver ingot worth 5 gp.

Upgrade Your Miniature Surface Today With:

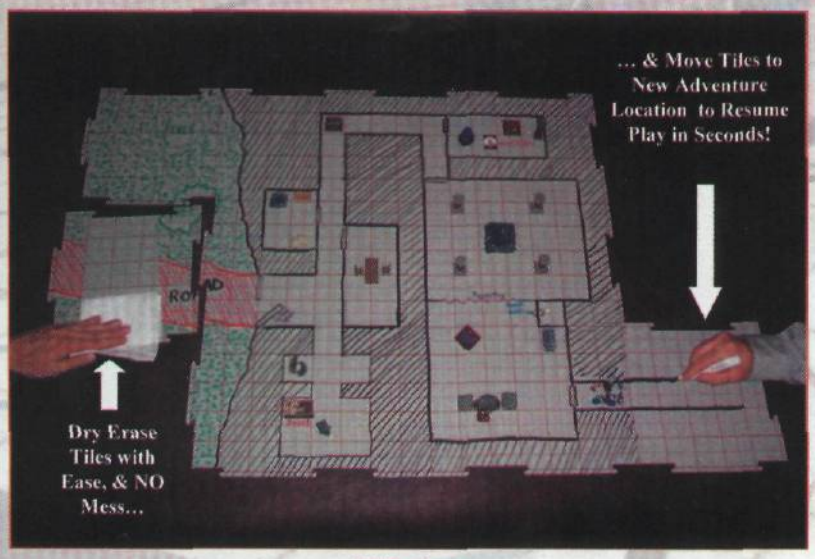
d20 system

TACT-TILES™ Patent Pending

Order Yours Today

www.bc-products.net

The Revolutionary "Dry-Erase" "Modular" Gaming Grid



- No Mess Dry Erase
- Sturdy, Portable, and Affordable
- Large Playing Surface
- Expandable & Customizable
- Conforms to YOUR Game
- Dealers' Inquiries Welcome

"Totally awesome gaming grid; the only battle mat allowed in my game!"

R.A. Salvatore

Author of the best selling Icewind Dale Trilogy & Dark Elf Trilogy

BC Products
4800 Whitesburg Drive #30-254
Huntsville, AL 35802
256-885-0050

ERIC
POWELL

DARK SUN

Defilers of Athas

by David Noonan · Illustrated by Eric Polak · border by Chuck Lucaks

Defiling magic formed a central trope in the *Dark Sun Campaign Setting*. The Dark Sun rules divided wizards into two classes: preserver wizards who carefully channel the world's life energy and defiler wizards who tap into the planet's energy without regard to the consequences. Indeed, overuse of defiling magic is the central reason why Dark Sun's world of Athas is a harsh, brutal desert rather than the lush land of wonder that it once was.

When a wizard uses defiling magic, he kills all plant life—from large trees to the miniscule nutrients in the soil—within a specified radius. All this plant matter is turned into a fine white ash, and it takes centuries for anything to grow there again. Accordingly, defilers are eager to hunt down the few remaining lush places on Athas, turning them into ash as they power their magic.

Previous incarnations of the Dark Sun setting used a variety of rules to model the drawing of power from the life energy of the land itself. Defilers and preservers were split into two separate classes, with complex rules for preservers becoming defilers and vice versa. Sometimes a caster chose whether to defile or not when she prepared her spells; sometimes she chose at the moment of casting. And using defiling magic gave you two main benefits: you needed fewer experience points to attain the next level, and you could sometimes get more—but not higher—spell slots per day. Conversely, a bad roll could leave you with fewer spell slots than a wizard of your level would otherwise have. Defiling magic was a concept rich with flavor, but Dark Sun's rules for it from previous editions don't translate well to the current D&D rules.

What follows is an interpretation of the defiler magic that remains true to the spirit of the concept: that defiling magic is a constant temptation to take "just a little" energy from the earth in exchange for power. If you're already playing a Dark Sun game, this new system might represent too radical a change for an ongoing game. But if you're eager to try something new, consider tempting arcane spellcasters with defiler magic that's available to them whenever they're willing to pay the cost.

Defiler Magic

When an arcane spellcaster casts a spell, she taps into the life energy of Athas. Most wizards and sorcerers train their apprentices to avoid taking too much energy—and thereby killing all plant life in the vicinity of the spellcaster—because the stolen energy doesn't return for years. Thus, the arcane magic defiles the land, leaving it a scarred, lifeless landscape.

Every spellcaster knows, however, that she's voluntarily limiting the power of her spells in this way. With any spell she casts, she can choose to cast off her self-imposed limits and defile the land around her in exchange for a rush

THE CREATION OF DARK SUN

by Stan!

In late 1990 the TSR management was sure that Dragonlance had run its course (something they seemed to be convinced of every couple of years). Tim Brown and Troy Denning were given the assignment to create a new fantasy setting that could support both games and novels.

"We looked at what TSR already had," Brown recalls, "and realized that to a great extent, they were all very much in the vein of Tolkein. We decided that it was important for this new product to be completely different." To that end, they planned to make a setting with none of the usual trappings—no elves or dwarves, no orcs or even dragons. "We wanted to make something that owed more to Edgar Rice Burroughs's *John Carter* books than to *Conan* or *Lord of the Rings*. Eventually, though, we realized that if we went too far we'd lose the D&D audience."

The world of Dark Sun regained the standard D&D races, but each one was reenvisioned to a greater or lesser extent. "The biggest change was probably to the halflings," Brown says chuckling. "Man, did we do a number on them." Indeed, the savage, cannibalistic halflings are one of the first elements that people focus on when describing the setting. It also gained a few interesting races of its own, most notably the insectoid thri-kreen.

Another way in which Dark Sun broke from the mold is the role that art played in developing the world. "We included Brom from the very beginning," Brown recalls. "He wasn't there just to paint what we told him. We kept him involved in the development process. He would bring us sketches of ideas he had, and we'd design rules and story details to fit them. He's as much a creator of that world as the writers are." This might be standard practice for D&D products now, but it was revolutionary in 1991.

DEFILER BENEFITS AND COSTS

Effect	Defiler Points Earned
Make spell silent	1
Make spell still	1
Make spell heightened	1 per level
Make spell empowered	3
Make spell extended	2
Make spell quickened	4
Make spell maximized	4
Recover expended spell	2 per spell level
Recover expended spell slot	3 per spell level
Cast a spell without paying XP cost	1 per 250 XP
Cast a spell without expensive material component	1 per 500 gp

of arcane power. Doing so is an evil act, but many a good-hearted spellcaster has resorted to defiler magic in desperate straits or when facing a greater evil.

In game terms, this extra power from defilement takes the form of free metamagic effects applied to the spell at the moment you cast it. For example, you could defile the land in exchange for a maximized *fireball* or an extended *ethereal jaunt* spell. You simply announce your intention to defile when you cast the spell, and you gain the extra benefit without changing the spell slot you expend or requiring the feat. Unlike normal metamagic, defiling magic doesn't take any extra time, even if you cast arcane spells spontaneously.

Once you're done casting the spell, two other things happen: you earn one or more defiler points, and the land around you is defiled.

DEFILER POINTS

Whenever you use defiler magic, you earn defiler points according to the Defiler Benefits and Costs table:

With each spell you apply a metamagic effect to, you can take a maximum number of defiler points equal to half your caster level. For example, a 6th-level wizard couldn't use defiling magic to cast a maximized *fireball* because that would earn 4 defiler points, but an 8th-level wizard could do so.

For the choices on the Defiler Benefits and Costs table that don't directly mimic metamagic effects, there's no inherent limit to how many defiler points you can gain with a single spell. The nonmetamagic effects function as follows:

Recover Expended Spell: Unlike the other uses of defiling magic, you aren't casting a spell at the moment. Instead, you spend a standard action to draw forth the life energy of Athas (which provokes an attack of opportunity if there's a foe nearby) and recall any one spell that you had prepared and then cast. The spell is then prepared again, just as if it had not been cast previously.

Recover Expended Spell Slot: As above, only it recovers the spell slot for spontaneous arcane casters. Because a spell slot is more versatile than a specific prepared spell, the defiler point cost is higher.

Cast a Spell Without Paying XP Cost: You can gain defiler points to substitute for XP used as a component in spells such as *permanency* and *limited wish*. You need not take enough defiler points to completely eliminate the XP cost entirely. If a spell has a 500 XP component, you could instead pay 250 XP and take 1 defiler point.

Cast a Spell Without Expensive Material Component: As above, but you're replacing diamond dust or a similarly costly item with the life energy of Athas. You can split the cost between defiler points and gp if you like.

THE TAINT OF DEFILING

The defiler points you get from using defiler magic accumulate over time (as described below), and they also destroy the vegetation around the spellcaster. Once you have defiler points, you must deal with the taint of defiler magic by assuming the defilement into your body and increasing your defiler score or meditating to eliminate the defiler points.

Important Note: Defiler points and your defiler score aren't the same thing. Defiler points represent how much you've been pushing your life energy around lately. Defiler score is a historical record of how much you've scarred the planet. Defiler scores only come into play when a defiler assumes the taint of defiling (see Assume the Taint). Once a creature has a defiler score, it can never be removed.

Resist the Taint

Your assault on the planet's life energy is mirrored in your own body. Too much defiling can weaken your own life energy and willpower, and you might subconsciously feel alienated and withdrawn from others. Consult the Accumulated Defiler Points table. You suffer these penalties until you eliminate your defiler points through meditation or assuming the taint (see the Accumulated Defiler Points table). The penalties described in the Accumulated Defiler Points table are cumulative. For example, a defiler with 21 defiler points suffers a -4 penalty on all Wisdom- and Charisma-based skill checks, a -2 penalty to Constitution, and is fatigued if he engages in strenuous action for more than 1 minute.

Assume the Taint

You can voluntarily accept the taint of defilement. If you were fatigued due to your defiler points, you aren't anymore. Add half your defiler points (round up) to your permanent defiler score. Then wipe away all your defiler points. For example, if you have 11 defiler points and a defiler score of 3 when you assume the taint, your defiler score goes up to 9, you have no defiler points, and you lose the ability score and skill check penalties.

Eliminating Defiler Points

Meditating in undefiled areas of Athas is the only known way to eliminate defiler points. How fast the defiler points disappear depends on the terrain in which you're meditating. See the Meditating to Reduce Defiler Points sidebar.

If you have a druid assisting you in the meditation, you eliminate defiler points twice as fast. But remember: Druids don't like defilers, for obvious reasons.

Defiled Land

From the mightiest tree to the tiniest lichen, every bit of nonsentient life in the immediate vicinity of the defiling spellcaster is utterly destroyed, turned to a fine ash. The land is sterile and won't sustain life for decades or centuries afterward.

The radius of this destructive effect depends on two factors: the amount of vegetation around and the number of defiler points earned when the spell was cast. See the Range of the Defilement sidebar.

If you cast a spell from within a recently defiled area (often because you defiled it the previous round), add the radius of the previous defilement to half the new radius to figure out how much land is defiled. Calculate the new radius as if the old vegetation were still there. "Half the radius" sounds like a smaller area, but it actually defiles more square footage on a per-spell basis than the original spell. Successive defilements from the same place deal disproportionate damage to Athas; you're effectively attacking an open wound.

For example, if you use defiling magic to cast a maximized *fireball* on a scrub plain, you defile everything within a 40-foot radius. If you use defiling magic again to cast a second maximized *fireball* from the same spot, you add half the usual radius (20 feet in this case) to the original radius (40 feet). Now everything within 60 feet of you is defiled. A third maximized *fireball* would extend the radius of defilement to 80 feet.

Combating Defiler Magic

Because they're the guardians of the land, druids often lead the fight against defilers. They've developed several spells to aid them in this fight. Two of the more common are described below.

Detect Defiler

Divination
Level: Drd 1
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No

You can sense the presence of defilers nearby. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of creatures with a defiler score or defiler points.

2nd Round: Number of defilers (with either a defiler score, defiler points, or both) and the power of the most potent defiler present, according to the Detect Defiler table.

ACCUMULATED DEFILER POINTS

Defiler points	Effect
1+	You suffer a -2 penalty on all Wisdom- and Charisma-based skill checks.
11+	You suffer a -2 penalty to Constitution. If you engage in strenuous action (fighting, hustling, and so on) for more than 1 minute, you are fatigued.
21+	You suffer a -2 penalty on all Wisdom- and Charisma-based skill checks.
31+	You suffer a -2 penalty to Constitution. Your alignment changes to evil if it isn't already.
41+	You become a t'liz (described below) and fall under the DM's control.

MEDITATING TO REDUCE DEFILER POINTS

Terrain Vegetation	Time Spent Meditating
Lush (forest, garden)	2 hours per defiler point
Abundant (grassland, active farmland, mud flat)	4 hours per defiler point
Fertile (oases, scrub plain, inactive farmland)	8 hours per defiler point
Infertile (rocky badland, bare mountains)	1 day per defiler point
Barren (boulder fields, sandy wastes, salt flats)	1 week per defiler point

For Your Campaign

You can easily use the defiler magic system in a game that doesn't take place on Dark Sun's world of Athas—fantasy literature is full of examples of corrupt or defiling magic, after all. If you use these rules in a campaign world you've created yourself, you should make some adjustments, however. The world of Dark Sun is basically a desert world where lush, abundant, and fertile places are rare. Furthermore, defilers face opposition from all sides. Druids and other organizations that care about the planet's welfare hunt them down. The sorcerer-kings who rule Athas are defilers themselves, and they don't like competition for the world's life energy; they regard every independent defiler as a potential usurper and act accordingly.

As presented in this article, the defiler magic system assumes that vegetation is hard to come by and that defilers live hunted or secret lives. If you eliminate either of those factors, you make defiling magic more powerful, so you might want to add some more costs to the system. Feat prerequisites, prestige class membership, or more painful penalties for defiler points are all good places to start looking.

Even if you don't use defiler magic in your game, it's relatively easy to give the central idea behind the t'liz—draining people, then using the energy to make spells more powerful—to a vampire spellcaster. Such a villain might drain his own minions before or during a fight with the PCs to get free metamagic.

If the strongest defiler aura's power is overwhelming and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each round, you can turn to detect defilers in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt blocks the spell. Athas is a metal-poor place, so metal barriers are rare and lead sheets almost unheard of.

DETECT DEFILER

Creature	Aura Power
Has defiler points	Faint
Defiler score of 1-10	Moderate
Defiler score of 11-30	Strong
Defiler score of 31+	Overwhelming

RANGE OF DEFILEMENT

Terrain Vegetation	Radius Defiled
Lush (forest, garden)	1 ft. x number of defiler points
Abundant (grassland, active farmland, mud flat)	5 ft. x number of defiler points
Fertile (oases, scrub plain, inactive farmland)	10 ft. x number of defiler points
Infertile (rocky badland, bare mountains)	20 ft x number of defiler points
Barren (boulder fields, sandy wastes, salt flats)	30 ft. x number of defiler points

Revenge of the Land

Evocation [Earth]
Level: Drd 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One defiler creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Fortitude partial (see text)
Spell Resistance: Yes

The life energy of the earth is channeled through your spell, affecting creatures within range that have a defiler score, then returning to the land. Translucent arcs of energy emerge from the ground near you and connect unerringly with each target before connecting back to the ground. The energy deals 1d8 points of damage per 2 caster levels each round. Targets need not be in contact with the ground to be affected by this spell.

Targets can attempt a Fortitude save to negate the damage for that round, but they must apply their defiler score as a penalty on the Fortitude save. As long as targets are within range, they attempt a new save and potentially take damage anew at the beginning of each of your turns, regardless of whether they succeeded or failed at the save in the previous round. If you don't penetrate a subject's spell resistance when you first cast *revenge of the land,* that subject is unaffected by the spell in subsequent rounds. Only by leaving the range of *revenge of the land* or waiting out the spell's duration can targets avoid attempting the save each round.

Creatures without a defiler score, including those who have defiler points but no defiler score, are unaffected.

Material Component: A live seed, which is thrown at the caster's feet and ground into the dirt.

T'LIZ

Arcane spellcasters who perform a paroxysm of defiling magic sometimes become t'liz, undead defilers who walk the earth, feasting on the living energy of creatures rather than plants. Sometimes becoming a t'liz is accidental, but a defiler often seeks out undeath to prolong his life at the expense of the planet's health.

T'lizes are puppetmasters who prefer to work through minions as they seek magical knowledge and power from Athas's bygone ages of plenty. Most seek power for its own sake, reveling in their more powerful forms. But a few defilers became t'lizes by mistake and stop at nothing to recover a scrap of ancient lore that will restore them to life.

T'lizes appear much as they did in life, but their skin is unnaturally pale and their weight gradually diminishes until they take on a gaunt appearance. Their skin dries up, and many t'lizes anoint themselves in expensive oils to give themselves the illusion of healthy life. Like vampires, they cast no shadows.

Sample T'Liz

The smell of spiced oils fill the room as this pale, gaunt man points toward you with a quivering hand, muttering words in a long-dead language as he does so.

This example uses a human 8th-level wizard/6th-level loremaster as the character.

T'Liz, 8th-Level Wizard/6th-Level Loremaster
Medium Humanoid (Augmented Humanoid)
Hit Dice: 14d12 (91 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 19 (-1 Dex, +1 dodge, +5 natural, +4 armor), touch 0, flat-footed 18
Base Attack/Grapple: +7/+4
Attack: Touch +4 melee touch (energy drain)
Full Attack: Touch +4 melee touch (energy drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Energy drain, fear aura, rebuke undead, spawn
Special Qualities: Applicable knowledge, damage reduction 10/bludgeoning and magic, dodge trick, immunities, greater lore, lore, the lore of true stamina, turn resistance +4, undead traits
Saves: Fort +10, Ref +7, Will +17
Abilities: Str 5, Dex 8, Con —, Int 21, Wis 15, Cha 13
Skills: Craft (alchemy) +12, Concentration +17, Gather Information +10, Hide +2, Intimidate +9, Knowledge (arcana) +21, Knowledge (history) +24, Listen +18, Move Silently +12, Search +6, Spellcraft +14, Spot +4
Feats: Combat Casting, Craft Wand, Craft Wondrous Item, Empower Spell, Scribe Scroll, Silent Spell, Skill Focus (Knowledge [history]), Spell Mastery (*bull's strength, cat's grace, bear's endurance, stoneskin*), Spell Penetration, Spell Focus (necromancy).
Environment: Warm desert
Organization: Solitary or troupe (1 t'liz plus 2d4 spectres)
Challenge Rating: 16
Treasure: Standard coins; standard goods; double items
Alignment: Neutral evil
Advancement: By character class
Level Adjustment: +4

Combat

A t'liz will use energy drain (preferably before the fight begins) to amass the negative levels required to use metamagic on his spells. Then he destroys his foes with a prodigious display of arcane might.

The Will save against this t'liz's fear aura and the Fortitude save to prevent the negative levels bestowed by the t'liz have a DC of 18.

Spells Prepared (4/6/5/5/5/4/3/2; save DC 15 + spell level, 16 + spell level for Necromancy): 0—*detect magic* x2, *mage hand* x2; 1st—*magic missile* x3, *obscuring mist, ray of enfeeblement, shield* x2; 2nd—*bull's strength, cat's grace, see invisibility, spectral hand* x2; 3rd—*dispel magic, displacement, fly, lightning bolt, vampiric touch;* 4th—*arcane eye, bestow curse, enervation* x2, *stoneskin;* 5th—*dismissal, magic jar, teleport, waves of fatigue;* 6th—*disintegrate, finger of death, greater scrying;* 7th—*horrid wilting, trap the soul.*

Possessions: Bracers of armor +4, cloak of resistance +4, staff of fire, +1 dagger.

Creating a T'liz

"T'liz" is an acquired template that must be applied to any humanoid creature (referred to hereafter as the base creature) with 41 or more defiler points.

A t'liz has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A t'liz has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: A t'liz retains all the attacks of the base creature and also gains a touch attack if it didn't already have one. If the base creature can use weapons, the t'liz retains this ability. A creature with natural weapons retains those natural weapons. A t'liz fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A t'liz armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A t'liz fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch or other natural weapons as natural secondary attacks.

Special Attacks: A t'liz retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 t'liz's HD + t'liz's Cha modifier unless otherwise noted.

Fear Aura (Su): T'lizes are surrounded by an aura of death, defilement, and evil. Creatures of less than 5 HD in a 60-foot radius that look at the t'liz must succeed on a Will save or be affected as though by a *fear* spell from a sorcerer of the t'liz's level. A creature that successfully saves cannot be affected again by the same t'liz's aura for 24 hours.

Energy Drain (Su): Living creatures hit by a t'liz's touch attack (or any other natural weapon the t'liz might possess) gain two negative levels. For each negative level bestowed, the t'liz gains 5 temporary hit points and one point that functions like a defiler point (see below). Temporary hit points gained from this ability expire at a rate of 1 hit point per hour. A t'liz can use its energy drain ability once per round.

Spells: A t'liz can cast any spells it could cast while alive. They retain the defiler score they had in life, but they have no defiler points and cannot earn any. Instead, they can use defiling magic by substituting the negative levels they've bestowed within the last week on a one-for-one basis. Simply keep a tally of how many negative levels a t'liz bestows; that tally represents points the t'liz can spend for free metamagic and the other benefits of defiling magic.

For example, a t'liz that has bestowed six negative levels within the last week could spend four of those negative levels to maximize a fireball and have two negative levels' worth of defilement remaining.

The energy goes into the spell, so the creature that received the negative level doesn't get the energy back. The t'liz loses 5 temporary hit points for each negative level he expends in this way. Whenever the t'liz uses negative levels to power defiling magic, the surrounding vegetation is turned to ash just as if the t'liz were using defiling magic in the normal way.

Rebuke Undead (Su): T'lizes have a natural ability to channel negative energy so that undead do their bidding—or at least leave the t'liz alone. A t'liz can rebuke and command undead as a cleric of its Hit Dice.

Spawn (Su): A humanoid slain by a t'liz's energy drain rises as a spectre (described in the *Monster Manual*) 1d4 days after death.

Special Qualities: A t'liz retains all the base creature's special qualities and gains those described below.

Turn Resistance (Ex): A t'liz has +4 turn resistance.

Damage Reduction (Su): A t'liz's has damage reduction 10/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reductions.

Immunities (Ex): T'lizes have immunities to electricity, polymorph (although they can use polymorph effects on themselves), and mind-affecting attacks.

Abilities: Increase from the base creature as follows: Int +4, Cha +4. Being an undead, a t'liz has no Constitution score.

Skills: T'lizes have a +8 racial bonus on Intimidate, Listen, and Move Silently checks. Otherwise same as the base creature.

Organization: Solitary or troupe (1 t'liz plus 2d4 spectres)

Challenge Rating: Same as the base creature +2.

Treasure: Standard coins; standard goods; double items.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

TALADAS

Angry Dead Gnomes and Sinister Walking Sharks

by James Jacobs · illustrated by Fred Hooper

Although the lands of Taladas share the same sun, moons, and stars as Ansalon, and many of the denizens of this huge continent are the same races that can be found on the other side of the planet, the cultures found on each landmass are markedly different. Presented in this article are the products of two of these cultures: the militaristic gnomes that comprise the Company of the Dead and the sinister leaders of the Shark Cult of the Fisheries.

COMPANION OF THE DEAD

Although the gnomes of Taladas are known for their obsession with technological tinkering, at least a few groups of gnomes that dwell deep in the inhospitable reaches of central Taladas have abandoned this love of all things technological. The most infamous of these groups is the Company of the Dead.

The gnomes that comprise this society come from a long tradition of highly focused warriors that have chosen to accept the inevitability of death so completely and wholly that they view themselves as kin to the dead. Upon becoming a member of the Company, a gnome cuts all ties with friends and family and gives his worldly possessions away. His family often holds a funeral service for him, a service that the new companion of the dead is welcome to attend. From this point on, his family and friends no longer acknowledge him as living.

A companion of the dead is instantly recognizable by his skull-like face paint and distinctive armor that bears an image of a skeleton on its surface. Members of the Company are strictly melee fighters; ranged weapons are forbidden to them. Most companions of the dead have several levels of fighter to help offset the significant number of feats required to gain entry into the organization. To this point, no non-gnomes have been welcomed into the Company, but this is more out of tradition than an intrinsic quality possessed by gnomes.

Class Features

All the following are class features of the companion of the dead prestige class.

Weapon and Armor Proficiency: Companions of the dead gain proficiency with all simple and martial melee weapons. As part of their vows, the companion of the dead forsakes the use of any ranged weapon. If a companion of the dead ever makes an attack with a ranged weapon of any sort (including thrown weapons and spells that resolve as ranged touch attacks), he immediately suffers a -4 penalty on all attack rolls, skill checks, and Will saving throws for the next 24 hours.

Death's Vow: Upon becoming a companion of the dead, the character severs all ties with any family or friends, and divests himself of all worldly possessions except for armor, weapons, and any magic items that directly augment his ability to fight in melee. He may still adventure with his companions, but any personal relationships he might have had with them before are now forbidden. The dead have no need for friendship or physical wealth. If at any time the companion breaks Death's Vow, he becomes wracked with guilt and suffers penalties for 24 hours as described above.

No Fear (Ex): A companion of the dead is immune to all fear effects.

Death's Visage (Ex): As long as the 2nd-level companion of the dead wears his traditional face paint (the image of a skull), he gains a competence bonus equal to his class level on all Intimidate checks.

Deathrage (Su): At 3rd level, a companion of the dead can enter a deathrage once per day as a free action in any round in which he slays an enemy with a melee attack. Upon entering a deathrage, the companion of the dead gains a +2 bonus to Strength, a +2 bonus to Dexterity, and 1d6 temporary hit points per class level. These bonuses persist for 1 minute before fading. Hit points gained from a deathrage are subtracted from the companion's total before his normal hit points when he suffers damage. A companion of the dead can enter a deathrage 2/day at 6th level and 3/day at 9th level.

No Sleep (Ex): At 4th level, a companion of the dead no longer needs to sleep. He is immune to magical *sleep* effects. If the companion has the ability to cast spells from another class, he no longer requires sleep to pre-

pare spells. He is still limited to preparing spells only once per day, and the preparation time still takes 1 hour of meditation, study, or prayer.

Dead Mind (Ex): At 5th level, a companion of the dead becomes immune to all mind-affecting effects. This includes all morale effects, even those that would normally be beneficial to the character.

No Pain (Ex): At 7th level, the companion of the dead no longer feels pain or exhaustion. He is immune to all effects based on pain, and he no longer suffers the effects of fatigue, exhaustion, or stunning.

Death Ward (Su): At 8th level, the companion's close association with death infuses his body and soul with powerful energies. He is now immune to all death effects, energy drain, and negative energy effects (such as from *inflict* spells or *chill touch*).

Dead Body (Su): At 10th level, the companion of the dead has turned his back on life to such an extent that he has nearly become an undead creature himself. He no longer suffers additional damage from sneak attacks or critical hits, and he is immune to poison and disease. He can still be harmed by nonlethal damage and ability damage.

COMPANION OF THE DEAD Requirements

HIT DIE D12

To qualify to become a companion of the dead, a character must fulfill all the following criteria.

Race: Gnome.

Intimidate: 10 ranks.

Knowledge (history): 5 ranks.

Feats: Armor Proficiency (heavy), Diehard, Endurance, Power Attack, Toughness, Weapon Focus (any melee weapon).

Special: Must sever all ties with family and forsake all personal wealth and possessions (with the exception of armor, melee weapons, and magic items that augment melee combat).

COMPANION OF THE DEAD Class Skills

The companion of the dead's class skills (and the key ability for each skill) are:

Str: Climb, Jump.

Con: Concentration.

Int: Knowledge (history), Knowledge (religion).

Wis: Survival.

Cha: Intimidate.

Skill Points at Each Level: 2 + Int Modifier.

SHARK CULTIST

The southeastern reaches of Taladas (in particular the group of islands known as the Fisheries) have been plagued by a particularly insidious secret society of shark-worshiping cultists since the Time of Dragons. The shark cult spread quickly through the Fisheries, and chapters eventually began to appear in coastal cities throughout the continent. The cultists are particularly adept at infiltrating small villages and replacing the leaders and elders with their own people, effectively taking control of these settlements from the inside out. The cult is well known for its violent tendencies and willingness to murder and kill; their members resemble sharks in more ways than one.

When a shark cultist is not hiding her identity, she wears a large war-helm made from the head of a shark. Her

COMPANION OF THE DEAD Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+2	Death's vow, no fear
2nd	+2	+3	+0	+3	Death's visage
3rd	+3	+3	+1	+3	Deathrage 1/day
4th	+4	+4	+1	+4	No sleep
5th	+5	+4	+1	+4	Dead mind
6th	+6	+5	+2	+5	Deathrage 2/day
7th	+7	+5	+2	+5	No pain
8th	+8	+6	+2	+6	Death ward
9th	+9	+6	+3	+6	Deathrage 3/day
10th	+10	+7	+3	+7	Dead body

THE CREATION OF TALADAS

by Stan!

The TALADAS campaign setting has its origins in a rather innocuous question: What's on the other side of Krynn? The question was asked at Augie's, a Lake Geneva, Wisconsin bar and grill to which Jim Ward and Warren Spector had taken the TSR design department for a no-holds-barred brainstorming session.

The group was trying to come up with ideas for what the two new D&D boxed sets would be for 1989. "In those days," Jeff Grubb recalls, "it was always boxed sets. And we needed two new ones." Ideas were flying fast and loose—including the notion that would eventually become SPELLJAMMER—when the topic of DRAGONLANCE came up. DRAGONLANCE was TSR's most successful world to date, having both a successful game line and a series of bestselling novels. What the company was looking for was the next DRAGONLANCE.

That's when someone spoke up and said, "Well, we know about Ansalon, but there's got to be more on this planet. What's on the other side?"

No one is quite certain anymore exactly who asked the question (or, at least, no one is fessing up), but the results were the first official spin-off campaign. What people do remember is what good service they got at Augie's that day.

"It seems," Grubb says, "that someone told the staff that we were 'Hollywood people' who had come to scout Lake Geneva for a movie shoot." In fact, the area was used for several scenes in the Keanu Reeves, Morgan Freeman thriller *Cold Fusion*. "To this day, they still think Warren Spector was actually Stephen Spielberg."

SHARK CULTIST Requirements

HIT DIE D8

To qualify to become a shark cultist, a character must fulfill all the following criteria.

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Craft (leatherworking): 1 rank.

Knowledge (nature): 5 ranks.

Swim: 8 ranks.

Feats: Exotic Weapon Proficiency (sharktooth gauntlet), Skill Focus (Swim).

Special: You must slay a shark of no smaller than Large size in single combat and create a war-helmet and sharktooth gauntlets from the body.

SHARK CULTIST Class Skills

The shark cultist's class skills (and the key ability for each skill) are:

Str: Swim.

Dex: Hide, Move Silently.

Con: Concentration.

Int: Craft, Knowledge (nature), Knowledge (religion).

Wis: Profession.

Cha: Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate.

Skill Points at Each Level: 4 + Int Modifier.

face is framed by the shark's toothy maw, and a large cape (including the shark's dorsal fin) hangs down over her back. The cultists prefer to fight with sharkskin gauntlets that are studded with shark teeth, and many of them have learned to turn themselves into sharks.

Most shark cultists are evil, since their beliefs encourage murder, mayhem, and frequent bloodletting. The majority possess levels of druid, but a growing number are either rangers or clerics. There are even reports of some shark cult cells that have decided to focus their attention on worshiping sharks themselves as personifications of the destructive aspect of nature; these cultists have little interest in pursuing the more traditionally evil aspects of the cult. Nevertheless, the majority of shark cultists serve the will of the gods of evil, at least indirectly.

Class Features

All the following are class features of the shark cultist prestige class.

Weapon and Armor Proficiency: Shark cultists gain no proficiency with any weapons, but they do gain proficiency with all forms of light armor.

Hold Breath (Ex): A shark cultist can hold her breath for a number of rounds equal to four times her Constitution score before she risks drowning.

Weapon Focus: At 2nd level, a shark cultist gains Weapon Focus (sharktooth gauntlet) and Weapon Focus (bite) as bonus feats. The Weapon Focus (bite) feat only applies if the character has a natural bite attack, such as from a wild shape form the cultist might assume or the cultist's sharkshape ability (see below).

Divine Spells per Day: When a new even-numbered shark cultist level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, bonuses to an animal companion, and so on), except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a shark cultist, she must decide to which class she adds the new level for purposes of determining spells per day. This ability cannot be applied to any arcane spellcasting class the cultist belonged to before taking levels in the prestige class.

Sharkshape (Su): At 3rd level, the shark cultist gains the ability to transform into a Medium or Large shark once per day, as a druid of the shark cultist's character level using the wild shape ability. At 6th level, the shark cultist can use this ability twice a day and can assume the form of a shark of up to Huge size. At 9th level, the shark cultist can use this ability three times a day and can assume the form of a dire shark.

Bloodscent (Ex): At 4th level, the shark cultist's senses become incredibly well honed to the presence of blood. She can locate wounded living creatures (that have either blood or some other sort of life-sustaining fluid) with this ability as if using the scent special quality described on page 314 of the *Monster Manual*. She also gains a +4 competence bonus to any Survival checks to follow the trail of a wounded creature that matches this description. Bloodscent allows a

SHARK CULTIST Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Divine Spells per Day
1st	+1	+0	+0	+2	Hold breath	–
2nd	+2	+0	+0	+3	Weapon Focus	+1 level of existing class
3rd	+3	+1	+1	+3	Sharkshape 1/day (Large)	–
4th	+4	+1	+1	+4	Bloodscent	+1 level of existing class
5th	+5	+1	+1	+4	Weapon Specialization	–
6th	+6	+2	+2	+5	Sharkshape 2/day (Huge)	+1 level of existing class
7th	+7	+2	+2	+5	Take to the water	–
8th	+8	+2	+2	+6	Improved Critical	+1 level of existing class
9th	+9	+3	+3	+6	Sharkshape 3/day (Dire)	–
10th	+10	+3	+3	+7	Blood frenzy	+1 level of existing class

SHARKTOOTH GAUNTLETS

The sharktooth gauntlet is the favored weapon of the shark cultist. This exotic weapon consists of thick leather gauntlets made from sharkskin. Numerous large shark's teeth are embedded in the backs of the gauntlets so that when the wearer makes a fist, the teeth splay outward from the knuckles. The cost and weight given are for a single gauntlet. An attack with a sharktooth gauntlet is considered an armed attack. Sharktooth gauntlets cannot be disarmed by an opponent. Sharktooth gauntlets are light melee weapons.

Cost	10 gp
Dmg (S)	1d3
Dmg (M)	1d4
Critical	18-20
Weight	1 lb.
Type	Piercing or Slashing†

shark cultist to detect and track wounded creatures both within and out of the water.

Weapon Specialization: At 5th level, a shark cultist gains Weapon Specialization (sharktooth gauntlet) and Weapon Specialization (bite) as bonus feats, even if she would normally not qualify for the feats. The Weapon Specialization (bite) feat only applies if the character has a natural bite attack, such as from a wild shape form the cultist might assume or the cultist's sharkshape ability.

Take to the Water (Ex): At 7th level, the shark cultist is completely at home in the water as she is on land. She gains a Swim speed equal to her land speed, and she gains a +8 racial bonus to Swim checks. She may always take 10 on Swim checks even when distracted or threatened. She can use the run action while swimming, providing she swims in a straight line.

Improved Critical: At 8th level, a shark cultist gains Improved Critical (sharktooth gauntlet) and Improved Critical (bite) as bonus feats, even if she would normally not qualify for the feats. The Improved Critical (bite) feat only applies if the character has a natural bite attack, such as from a wild shape form the cultist might assume or the cultist's sharkshape ability.

Blood Frenzy (Su): At 10th level, a shark cultist that wounds a creature with her sharktooth gauntlets or bite attack can enter a blood frenzy as a free action. A blood frenzy infuses the shark cultist with supernatural speed and ferocity. She functions as if under the effects of a *haste* spell for the next 3 rounds. A shark cultist can enter a blood frenzy a number of times per day equal to her Constitution bonus (minimum of once per day).

DragonLance

Bozak Draconian Characters

by Jamie Chambers

Draconians as player characters were first introduced in the *DragonLance Campaign Setting* by Wizards of the Coast, with both the Baaz and Kapak draconians included as available PC races. A third draconian breed is detailed below as a PC race.

Bozak

Possessed of magical talent and strong wills, bozaks are natural leaders. They are often willing to give their lives for a cause they deem worthy, but they are intelligent enough to fight to survive and win. Many bozaks have strong religious tendencies, even though they are inherently talented in arcane magic.

Personality: While they are outmatched in most ways by other draconians (strength, stealth, magical ability, and so on), bozaks usually develop sharp, tactical minds and hone skills that allow them to survive. Most bozaks instinctively look to take charge of a situation and excel at military command.

Bozaks associate all magic with the gods and quite often have a reverence attached to both their innate and learned magical talents. However, if they feel betrayed by divine forces, they might hold a grudge that lasts a lifetime.

Physical Description: Bozaks are tall—between 6 and 6 1/2 feet—with bronze-hued scales as tiny as fish scales on the their faces and as large as coins elsewhere on their bodies. Bozaks sport a pair of curved, ramlike horns on top of their heads. These horns are merely ornamental, being set too far back on the draconians' heads to serve as weapons. They also have small, dragonlike wings they can use to glide. It is difficult for a nondraconian to tell the difference between bozak males and females, except that the females often have lighter builds.

Most bozaks disdain heavy armor, preferring to retain higher speed and maneuverability. They typically dress in functional clothing, although they follow strict uniform protocols in any military force in which they serve.

Relations: Like most draconians, bozaks of the first generation were raised to hate all of the races of Ansalon except those creatures that served Takhisis. After the War of the Lance, many joined (or led) other bands of rogue draconians and tried to eke out a living in hiding.

After the conclusion of the Chaos War, some bozaks swore service to Dragon Overlords, while others chased rumors to the new draconian nation formed in Teyr. Like the previous generation, the new bozaks serve well as officers in the draconian military.

Alignment: Bozaks draconians are usually evil, although it is not uncommon for them to shift toward neutrality on the good-evil axis. Disciplined and mindful of rank and authority, they favor law over chaos.

Bozak Lands: Draconians in the first generation were hatched and raised in Sanction. Early in the Age of Mortals, a draconian nation was founded in Teyr, becoming the one and only draconian homeland.

Religion: Bozaks of the first generation possess a strong reverence for the Queen of Darkness, knowing their very existence was due to her planning and cunning. During the Age of Mortals, many bozaks felt betrayed by the Dark Queen and now speak her name only with a curse. Some have chosen to follow other gods, while a few refuse to acknowledge divine powers.

Language: Draconians have no language of their own, instead picking up the speech of Nerakan priests. Because of their life-long military training and organization, much of their speech incorporates military slang and jargon. Bozak commanders know the value of good intelligence, and often learn the languages of their enemies.

Names: The first-generation draconians bear the names assigned to them by their creators, which reflect Nerakan language and culture. Because of their intense military training and long service, most bozaks (and other draconians) possess a name, rank, and assigned regiment. This became a part of the naming convention of the draconians of Teyr, who bestow a given name to their children at birth. Upon joining the military, the bozaks gain "last names" reflecting their rank and regimental affiliations. Bozak names do not differentiate between male and females.

Bozak Names: Bohtox, Drorkar, Fonrar, Gloth, Harvah'k, Kang, Mentax, Oloth, Sokel, Yethik.

Adventurers: While most bozaks prefer to stay among their own kind, the sense of purpose that fills them drives some to strike out on their own—especially if the fulfillment of such a quest might prove important to their fellow draconians.

Bozak Racial Traits

- +2 Strength, +2 Intelligence, +2 Charisma. Bozaks are physically strong, naturally intelligent, and possess forceful personalities.
- Medium: As Medium creatures, bozak draconians have no special bonuses or penalties due to their size.
- Dragon: Bozaks are creatures of the dragon type. They are immune to sleep and paralysis effects. Bozaks have darkvision (60-foot range) and low-light vision.
- Bozak base land speed is 30 feet.
- Racial Hit Dice: A bozak has 4d12 racial Hit Dice. A bozak character receives maximum hit points for his first bozak Hit Die, and rolls other Hit Dice—racial or from a class—normally. As a result of these racial Hit Dice, bozaks begin with a +4 base attack bonus and base saving throws of Fort +4, Ref +4, Will +4. Bozak draconians with class levels add their class base attack and save bonuses to their racial base attack and save bonuses.
- Bozak Skills: A bozak's dragon Hit Dice grant him skill points equal to 6 + Int modifier (minimum 1) times 7. Class skills for these skill points are Bluff, Concentration, Diplomacy, Intimidate, Knowledge (arcana), Listen, Search, Spellcraft, and Spot. A bozak character does not get the x4 multiplier for skill points acquired from his first class level.
- Bozak Feats: A bozak's dragon Hit Dice grant him two feats. A bozak with class levels gains feats based on his total Hit Dice, as shown on Table 3-2 of the *Player's Handbook*. Bozaks gain proficiency with all simple weapons, and with the longsword, short sword, and longbow. They are also proficient with light armor and with shields. Bozaks also gain Run as a bonus feat.
- Natural Attacks: A bozak may use his claws and bite as natural weapons. An unarmed bozak can make 2 claw attacks that deal 1d4 damage (plus Strength bonus) and a secondary bite attack that deals 1d6 damage (plus 1/2 Strength bonus). A bozak wielding a weapon can attack with it as a primary attack and make one claw attack and a bite attack as a secondary attacks.
- Natural Armor: Bozaks have thick, scaly flesh that provides them a +8 natural armor bonus to AC.
- Spells: A bozak gains spellcasting ability as a 4th-level sorcerer. When a bozak advances in levels as a sorcerer, it adds its sorcerer levels to these levels to determine its total spellcasting level, access to spells known, and spell per day. For example, a 9th-level bozak sorcerer has the spells per day, spells known, and caster level of a 13th-level sorcerer.
- Death Throes (Su): On the round that a bozak dies, its scaly flesh shrivels and crumbles from its bones in a cloud of dust. The bones immediately explode, dealing 1d6 points of damage to all creatures within a 10-foot radius. Affected creatures can attempt a Reflex save (DC 10 + the 1/2 the bozak's Hit Dice + the bozak's Constitution modifier) for half damage. Bozaks can only be restored to life through the use of a *resurrection, true resurrection, miracle,* or *wish* spell. The save DC is Constitution-based.
- Disease Immunity (Ex): Bozak draconians are immune to all diseases, even magical diseases such as lycanthropy and mummy rot.
- Glide (Ex): A bozak can use its wings to glide as an extraordinary ability, negating any damage from a fall from any height. It can also travel horizontally up to four times the vertical distance it descends. A bozak's maneuverability is clumsy while gliding horizontally.
- Inspired by Dragons (Ex): Draconians are drawn to evil dragons and revere them. When under the command of a dragon, draconians receive a +1 morale bonus on all attack rolls and saving throws.
- Low Metabolism (Ex): Bozak draconians can survive on one-tenth the food and water it takes to sustain a human.
- Spell Resistance: Bozaks have spell resistance equal to 14 + class level.
- Automatic Language: Common. Bonus Languages: Goblin, Nerakese, Ogre.
- Favored Class: Sorcerer. A multiclass bozak's sorcerer class does not count when determining whether he takes an experience penalty.
- Level Adjustment: +3. Bozak draconians have an effective character level (ECL) of 7 + class level. Bozaks are more powerful and gain levels more slowly than most other races of Ansalon.

The Creation of Dragonlance

by Stan!

There are a lot of misconceptions about the beginnings of Dragonlance. "The biggest one," says Margaret Weis, "is that it grew out of a campaign that we were all playing. That's just not true." What is true is that the campaign world that was originally dubbed "Project Overlord" was the result of several independent events.

First was a marketing survey delivered to TSR in early 1983. The report made the following three key observations: 1) Dungeons & Dragons was the company's core business; 2) Many of the published D&D books featured dungeons; 3) Relatively few of the published books featured dragons. The survey's final advice was, "Make more books about dragons."

At roughly the same time, Tracy Hickman was offered a job as a staff designer by TSR. As he and his wife Laura were driving their family from Utah to Wisconsin, they realized it might be a good idea to show up with a new idea or two, just to prove to the company that hiring the young writer was a smart move. While they drove, they imagined a setting where humans flew on the backs of dragons and rode them into war.

Also at roughly the same time, TSR hired a young editor named Margaret Weis to work on their popular *Endless Quest* choose-your-own-adventure books. They also hoped she might be of some help in developing a line of more traditional fiction—fantasy in the vein of Tolkein's *Lord of the Rings*, which was enjoying a resurgence at the time.

"I got assigned to a team that was supposed to develop a line of modules, each featuring a different dragon," Hickman remembers. "But we didn't want it to just be a 'dragon-of-the-month club.'" Tracy told the group about his dragon-riders idea, and they immediately set to work making a proposal for TSR management.

"They liked the idea so much," Weis says, "that they decided to do more than just game modules. They wanted posters and calendars and books." So she was assigned to the team. "And that's when we started playing."

PLANESCAPE
The Exiled Factions

by David Noonan · illustrated by Kalman Andrasofszky

A crucial organizing principle in the PLANSCAPE campaign setting is the idea of factions: groups of like-minded creatures who've banded together to support an ideal—often an abstract or philosophical one. Fifteen such factions called the city of Sigil home, and many adventures revolved around the factions' intrigues and rivalries.

Then a power-mad Duke ignited open war among the fifteen factions (events described in 1998's *Faction War* adventure). The war ended only when the Lady of Pain, mysterious ruler of Sigil, intervened, assisted by a group of adventurers.

The Faction War wiped out three factions (the Believers of the Source, Mercykillers, and Sign of One), and the Lady of Pain gave the others a choice: leave Sigil or disband. Six factions (the Bleak Cabal, Dustmen, Free League, Society of Sensation, Transcendent Order, and Xaositects) disbanded, although in most cases their former members continue to hold the same views and engage in the same activities they always did. They just don't have the same hierarchy and organization.

Six other factions chose exile. Their activities since the end of the Faction War are described below.

ATHAR

The Athar believe that the gods are frauds—not that the gods don't exist, but that they aren't immortal or somehow "better" than other creatures. They're just more powerful. When the Lady of Pain kicked the factions out of Sigil, the Athar were understandably worried. After centuries of demonstrating their disdain for the gods, the Athar had to leave the one city where no god could go. The Athar worried that gods bearing grudges would prove their power by crushing the Athar.

So the Athar didn't go far from Sigil. They built a new home among the rilmani (described in the *Fiend Folio*) at the base of the spire around which the torus-shaped city of Sigil floats. Their former home now casts a shadow over their new base: a cross between a library and a well-fortified castle called the Fortress of Veils. Athar membership, which always depended on a steady stream of disillusioned clerics, has declined simply because the faction is now in an out-of-the-way part of the Outlands rather than the largest city in the cosmos.

While the gods haven't arrived en masse to obliterate the Athar for their insolence, some deities do bear a grudge against the Athar for diverting clerics from godly causes. Some have sent spies to infiltrate the Athar, while others have sent strike teams of outsiders to assault the Fortress of Veils. Because spells, spell-like abilities, supernatural abilities, and divine powers don't work near the center of the Outlands, the deities' soldiers have so far died on the walls of the Fortress of Veils. Espionage efforts have been more successful, however, because the Athar can't use magic to ferret out spies.

THE CREATION OF PLANESCAPE

by Stan!

The PLANESCAPE campaign grew out of a proposal made by designer Dale Henson. "But his concept was wildly different from the way it turned out," remembers Colin McComb, longtime member of the PLANESCAPE team. "Picture skateboards and catching waves in the Astral Plane."

The project was soon handed over to designer Zeb Cook, editor David Wise, and concept artist Dana Knutson, who as a team took the setting in an entirely different direction. The three combined loves of Victorian England, Shakespeare, conceptual literature, and fringe philosophy into what became probably the most innovative D&D setting ever published. McComb, who was slated to write the first book of adventures for the fledgling setting, was also included in the process.

"We were lucky," says McComb. "Upper management was focusing their attention on a beginner game that Jeff Grubb was designing. He couldn't make a decision without it being second guessed." But the PLANESCAPE team was able to do their work with unfettered creativity.

The final component was the addition of Tony Diterlizzi and his revolutionary art style. "And don't forget the graphic design team," says McComb, referring to Dawn Murin, Angie Lokotz, and Dee Barnett. " PLANESCAPE wouldn't have been the same without their efforts." Indeed, PLANESCAPE was a complete package. It didn't read like any other game, and it didn't look like any other game—from the very beginning, it had an identity all its own. "Plus, it was a lot of fun to create."

When the reins were turned over to the team that would support and develop the new campaign setting, Andrea Hayday, Monte Cook, Ray Valese, Michele Carter, and McComb had a clear and well-executed vision from which to work. "The thing is," McComb recalls, "it was so much fun. We used to gather in Ray's cube every day to brainstorm, and we'd laugh so much that people would tell us to get back to work."

Upper management was surprised when PLANESCAPE turned out to be such a hit. "Especially because we did it without their help," McComb says chuckling. "Best of all, because they left us alone at the beginning, they had to leave us alone as the line went on. And that was heaven."

When the Athar leave the safety of the Fortress of Veils, they often bring a bit of the Outlands with them. They've mined gems from near the base of the spire and incorporated them into magic items that are anathema to deities and those who worship them.

Spireshard

A weapon with the spireshard quality has a miniscule shard of the spire at the center of the Outlands embedded in it somewhere. Because the spire is the center of the largest dead magic area on the planes, a spireshard weapon can temporarily nullify a creature's ability to use magic. A creature dealt damage by a weapon with the spireshard quality must succeed at a DC 19 Will save or be unable to use spells or spell-like abilities for 1d4 rounds afterward. The DM rolls the duration of the nullification secretly, and the creature struck feels an eldritch chill and instinctively knows that magic won't work until the chill fades. Existing magic effects on the creature struck by the weapon are unaffected; the spireshard weapon stops only new spells cast and spell-like abilities used by the creature struck. A creature that fails the save against the spireshard weapon's effect cannot again be affected by the spireshard effect until it regains the ability to cast spells and use spell-like abilities.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *antimagic field;* Price +3 bonus.

FRATERNITY OF ORDER

Who cares what it all means if you know how it all works? That's the philosophy of the Fraternity of Order, a group dedicated to discovering the secret laws of the universe. Forced to leave Sigil—and temporarily leaderless after a Xaositect assassinated their leader during the Faction War—the Fraternity occupies the Fortress of Disciplined Enlightenment on the Plane of Mechanus. There they collect esoteric lore, experiment with the natural laws of the universe, and plot their eventual return to the city of Sigil, which they still believe holds the key to understanding the multiverse.

The Fraternity of Order seeks lawful members of all races and classes to help its research efforts. They'll often hire guards and guides to take them into some of the most dangerous parts of the planes, where the Fraternity members will undertake magical experiments or unearth antiquities holding forgotten lore.

The Fraternity of Order has also forged an alliance with the inevitables; the clockwork outsiders enforce the natural laws that the Fraternity studies. Fraternity research has recently unlocked the secrets of inevitable grafts—clockwork mechanisms attached to Fraternity members and their allies.

Zelekhut Wings

These clockwork wings with golden feathers enable the recipient to fly at a speed of 60 feet (average maneuverability).

Prerequisite: Graft Flesh (see the *Fiend Folio*), *fly,* creator must be affiliated with inevitables; Market Price: 100,000 gp.

Kolyarut Hand

This dark gray hand-and-wrist mechanism (equally likely to be the right or left hand) enables the grafted creature to make a *vampiric touch* attack (as the spell) three times per day. The touch attack deals 6d6 points of damage, and the grafted creature gains the same amount as temporary hit points that last for 1 hour.

Prerequisite: Graft Flesh (see the *Fiend Folio*), *vampiric touch,* creator must be affiliated with inevitables; Market Price: 86,400 gp.

DOOMGUARD

The entropy-loving Doomguard faction was almost completely wiped out during Sigil's Faction War, and the survivors fled to four armories established on the edges of the Negative Energy Plane. The Doomguard regard decay as inevitable, and they resist efforts to reverse the tendency of things to fall apart. They're a mere fraction of their former numbers, and it's almost impossible to rebuild an organization when the stated purpose of the organization is to help things fall apart. In a sense, the Doomguard are proving the worth of their philosophy by collapsing.

The remaining Doomguard members mostly remain in their citadels, leaving the plane for assaults only when massive acts of creation or reconstruction are under way (the creation of a new demiplane, for example). Despite their decline, the Doomguard have left an important legacy: Doomguard-forged weapons.

Wrecker

The wrecker weapon quality is applied only to bludgeoning weapons. When these weapons—often but not always warhammers or greatclubs—strike objects or creatures with hardness, they bypass hardness. This quality does not affect energy damage dealt by another property of the weapon; energy damage caused by a successful attack with a wrecker weapon interacts with hardness normally.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *shatter;* Price +1 bonus.

Stealer

A weapon with the stealer quality is particularly useful in disarm attempts, granting its wielder a +4 bonus on the opposed check to disarm a foe. Furthermore, if the wielder of a stealer weapon successfully disarms the foe, the item carried by the foe is now stuck to the striking surface of the stealer weapon. The wielder of the stealer weapon can transfer the disarmed item to an open hand or shake it to the ground in any adjacent square as a free action.

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, web; Price +1 bonus.

HARMONIUM

Peace at any price—even war. That's the philosophy of the Harmonium, a faction that works toward universal harmony by any means necessary. When everyone lives together in peace, everyone can enjoy the fruits of a new golden age. Yet for that to happen, everyone has to agree—and the Harmonium is willing to fight to make sure everyone sees it their way.

The Harmonium were Sigil's de facto police force before the Faction War (the Fraternity of Order handled the trials and the Mercykiller faction meted out punishment). After the Lady of Pain disbanded the factions, the Harmonium left Sigil for Arcadia. Rather than uniting the entire multi-

verse in peace and harmony, the faction has a smaller (although still immense) goal: unite the Upper Planes under the banner of law. The Harmonium hasn't turned its back entirely on violence, but it's much less warlike than it used to be.

The leader of the faction, known simply as Faith, travels extensively among the Upper Planes and the Material Plane. She plans to unite the Upper Planes by making the crusaders of the Harmonium indispensable to the armies of good, so she's often eager to lend the faction's troopers out to any good cause.

Harmonium Peacekeeper

Across the multiverse, most people just want to live their lives in peace and harmony. The Harmonium peacekeeper considers it his job to take care of the other ones.

The Harmonium peacekeepers are part of an elite army dedicated to stepping in wherever disorder and evil rear their ugly heads. They keep the peace along planar borders during shaky cease-fires, they disperse demon armies before they have a chance to march from the Abyss to the Material Plane, and they brave the Great Dismal Delve to bring duergar assassins to justice. Harmonium peacekeepers are equally adept at working in small groups or as the vanguard of a large army of the angelic host. The irony of making war to preserve a larger peace isn't lost on them, but the soldier's lot in life is a noble sacrifice for the greater good of universal harmony.

Paladins and fighters are the most common characters to become Harmonium peacekeepers, although a few sorcerers and bards find themselves attached to Harmonium units. Chaotic classes such as barbarians can't become peacekeepers, and few druids have much interest in the affairs of the planar factions.

Harmonium peacekeepers are sometimes sent to the Material Plane in response to requests from clerics, especially those who worship Pelor, Hieroneous, or St. Cuthbert. Sometimes an outsider with levels in the prestige class will answer a calling from a *planar ally* spell. When they're not out on a great crusade, Harmonium Peacekeepers train at and guard the faction's main castle on the Buxenus layer of Arcadia.

Class Features

All of the following are class features of the Harmonium peacekeeper prestige class.

Weapon and Armor Proficiency: The Harmonium peacekeeper gains proficiency in martial weapons, all armor types, and shields, including tower shields.

Special Mount: The Harmonium peacekeeper gains a special mount equivalent to what a 5th-level paladin would get (described on page 45 of the *Player's Handbook*). When the Harmonium peacekeeper isn't using it, the mount grazes placidly in pastures near the Harmonium's castle on Arcadia.

If the Harmonium peacekeeper already has a special mount from a previous class (usually paladin), those levels stack with peacekeeper levels when determining the mount's abilities. For example, a 6th-level fighter/3rd-level paladin/1st-level Harmonium peacekeeper would have a special mount equivalent to the special mount an 8th-level paladin would have.

Smite Chaos (Su): Once per day, a Harmonium peacekeeper may attempt to smite chaos with one normal melee attack. He adds his Charisma bonus (if any) to the attack roll and deals 2 extra points of damage per Harmonium peacekeeper level. For example, a 7th-level paladin/3rd-level Harmonium peacekeeper would deal 1d8+6 points of damage (plus any Strength and magic bonuses) when attacking a chaotic creature. If the Harmonium peacekeeper accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

At 4th level, the Harmonium peacekeeper may smite chaos twice per day.

If the Harmonium peacekeeper can also smite evil, he can simultaneously smite chaos and smite evil. The attack and damage bonuses stack.

***Calm Emotions* (Sp):** A 2nd level Harmonium peacekeeper can *calm emotions* (as the spell) once per day as a caster of the peacekeeper's character level. The save DC is Charisma-based.

Planar Steed (Su): At 3rd level, the Harmonium peacekeeper has fine-tuned his ability to summon and dismiss his special mount. If he wishes, he can return to the Harmonium's territory on Arcadia along with his mount when he dismisses his steed, and he can bring along one willing creature per Harmonium peacekeeper level. Once on the Plane of Arcadia, once per day, the Harmonium peacekeeper

HARMONIUM PEACEKEEPER Requirements

HIT DIE D10

To qualify to become a Harmonium peacekeeper, a character must fulfill all the following criteria.

Base Attack Bonus: +6.
Knowledge (religion): 5 ranks
Ride: 5 ranks.
Feats: Mounted Combat.
Alignment: Any lawful.

HARMONIUM PEACEKEEPER Class Skills

The Harmonium peacekeeper's class skills (and the key ability for each skill) are:

Dex: Ride.
Int: Craft, Knowledge (religion), Knowledge (the planes),
Wis: Heal, Profession, Sense Motive.
Cha: Handle Animal, Intimidate.

Skill Points at Each Level: 2 + Int modifier.

HARMONIUM PEACEKEEPER Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+2	Special mount
2nd	+2	+3	+0	+3	Smite chaos 1/day, *calm emotions*
3rd	+3	+3	+1	+3	Planar steed
4th	+4	+4	+1	+4	Smite chaos 2/day
5th	+5	+4	+1	+4	*Universal harmony*

can *plane shift* himself, his mount, and one willing creature per Harmonium peacekeeper level from Arcadia to the first layer of any nonevil plane.

Universal Harmony (Sp): A 5th-level Harmonium peacekeeper can compel others to work toward the Harmonium's goals—or at least punish them for not embracing the goals of peace and brotherhood. Once per day, the Harmonium peacekeeper can target a living creature with a *geas/quest* spell-like ability, except that the magical command cannot involve violent, chaotic, or evil acts. The DC for the Fortitude saving throw to avoid becoming sickened is Charisma-based.

FATED

The leader of the Fated faction, Duke Rowan Darkwood, started the Faction War in a bid to bind the Lady of Pain in chains and rule Sigil himself. His plot soon unraveled—the Lady of Pain knew about his efforts all along—but the factions that survived the war bear ill will toward the Fated for starting the war in the first place.

The surviving Fated sought a new home conducive to their "survival of the fittest" philosophy, and they found it on the Plane of Ysgard. There they live off the land and continually test themselves, proving their worth against each other and against the natural hazards of the plane.

The new leader of the Fated is Aram Oakwright. He often promises a reward—information or a particularly treasured magic item—to a character who can best him in a contest of some sort. This is often but not always a one-on-one duel; sometimes Aram recruits other high-level Fated for a contest against a group of travelers to Ysgard. If the contest is a battle, Aram fights it on the Plains of Ida, where the slain receive a *true resurrection* when the day's fighting is done.

Aram Oakwright: Dwarf Ftr 18; CR 19; Medium Humanoid; HD 18d10+90; hp 189; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +18; Grp +30; Atk +31 melee (1d10+19/x2, *maul of the titans*) or +24 ranged (2d8+13, dwarven thrower); Full Atk +31/+26/+21/+16 melee (1d10+19/x2, *maul of the titans*) or +24 ranged (2d8+13, dwarven thrower); SA —; SQ damage reduction 3/—, fire resistance 10; AL CN; SV Fort +19, Ref +10, Will +10; Str 26, Dex 12, Con 21, Int 16, Wis 13, Cha 15.

Skills and Feats: Bluff +7, Climb +24, Diplomacy +7, Intimidate +23, Jump +18, Ride +22, Swim -1; Combat Expertise, Dodge, Greater Weapon Focus (greatclub), Greater Weapon Focus (warhammer), Greater Weapon Specialization (greatclub), Improved Grapple, Improved Sunder, Improved Unarmed Strike, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Focus (greatclub), Weapon Focus (warhammer), Weapon Specialization (greatclub), Weapon Specialization (warhammer), Whirlwind Attack.

Possessions: Dwarven thrower, maul of the titans, +3 adamantine full plate with fire resistance, cloak of resistance +3, belt of giant strength +6, bracers of health +6.

Tactics: Aram likes to make sunder attacks with his *maul of the titans* against his foes' weapons. He has a +39 on the opposed attack roll, and the maul deals 3d10+57 damage to the opponent's weapon. Because his bonus is so high, he often uses Power Attack during a sunder to deal even more damage. His Challenge Rating is one higher than it would otherwise be because he has more than 200,000 gp in gear he can use effectively—far more than the standard 18th-level NPC.

REVOLUTIONARY LEAGUE

Before the Faction War, the anarchists of the Revolutionary League were dedicated to crushing the other factions so the residents of Sigil could discover the "real truths" without interference from the power structure. Thanks to the Lady of Pain's edict, the Revolutionary League got its wish; the factions are no more. That's left the Revolutionary League bereft of purpose—they've got nothing left to revolt against.

The remaining League members retreated to the Bastion of Last Hope, a stronghold of black rock on the swampy first layer of Carceri. There the majority of the League chose a new path: return to Sigil as rulers, leading the masses toward the real truths of the universe. It's hard for a group of anarchists to plan an organized regime, so the Revolutionary League bickers as much as it plots its return to Sigil.

The very idea of ruling Sigil appalls some of the League's more strident members—they are anarchists, after all—so they've formed a splinter group known as the Second Wave. The Wavers believe that if Sigil's factions could crumble, then revolution is possible anywhere, and they've formed cells in many of the largest metropolises across the planes, eager to foment revolution wherever they can.

Anarchomancer

Anarchomancers are magical saboteurs, eager to infiltrate planar organizations and subvert them from within. Many are the leaders of Second Wave cells, trying to overthrow the governments of planar metropolises such as Union, Dis, and the City of Brass. Accordingly, they're cautious and paranoid—endless horrors await them if they're discovered and captured by the authorities.

Arcane spellcasters such as sorcerers and wizards make up the bulk of the League's anarchomancers, although many have some levels in rogue or bard to pick up more mundane interpersonal skills.

Anarchomancers can be found anywhere there's a planar government worth overthrowing, but they rarely reveal their presence. They prefer to operate from behind multiple layers of minions and lieutenants, many of whom don't know the true nature or goals of their masters. Only the anarchomancer's fellow revolutionaries—usually a cell of three to five high-level characters—know the truth, and even they are kept in the dark about the anarchomancer's specific plots.

Class Features

All of the following are class features of the anarchomancer prestige class.

Weapon and Armor Proficiency: Anarchomancers gain no proficiency with any weapon or armor.

Ritual of the Dark Infiltrator (Su): By undertaking a daylong ritual known only to the anarchomancers of the Revolutionary League, the anarchomancer can transform herself into a completely different character—one with a different race, class, and even abilities the anarchomancer does not possess herself. Using the Ritual of the Dark Infiltrator costs 1,000 gp and

drains the anarchomancer of 1,000 XP. The ritual takes 24 hours, during which time the anarchomancer must be undisturbed.

When the ritual is finished, the anarchomancer chooses a new form, essentially creating a second character that she'll play instead of the anarchomancer. Calculate the anarchomancers base leadership score according to the rules for the Leadership feat in Chapter 4 of the *Dungeon Master's Guide*; the second character is constructed as if it were a cohort appropriate for a character with that leadership score. Don't apply any of the reputation or leader modifiers (great renown, has a familiar, and so on). The second character retains the memories, motivations, and goals of the anarchomancer's previous life, but she can't cast spells or use racial abilities she doesn't possess anymore. Nothing short of a *wish* or *miracle* reveals the new character's former life as an anarchomancer. The anarchomancer gains new levels according to its character level as an anarchomancer, even if the second character is lower level.

As a full-round action, the anarchomancer can return to her original character, shedding the original body in a burst of eldritch power.

Ritual of the Stilled Tongue (Su): By casting a spell, then touching a helpless foe, the anarchomancer can compel silence about a certain topic, specified in a sentence or two when the touch attack is made. If the subject of the ritual breaks the stricture, then the spell the anarchomancer cast takes effect as if it were triggered by a *contingency* spell—although the Ritual of the Stilled Tongue works with any spell.

The Ritual of the Stilled Tongue cannot be dispelled. It can be removed with *break enchantment*, *limited wish*, or *remove curse*, but that triggers the spell the anarchomancer cast before she touched the subject. A *miracle* or *wish* spell removes the conditions of the ritual and the triggered spell.

Anarchomancers often use death, curse, or teleportation magic in conjunction with a Ritual of the Stilled Tongue to enforce secrecy within their organization.

Ritual of the Mob Unleashed (Su): By undertaking an hour-long ritual, the anarchomancer creates 2d12 *confusion* effects in random locations within a 1-mile radius. The anarchomancer can't control where the 15-ft. bursts of *confusion* wind up, although none hit areas devoid of creatures and none hit within 500 feet of the anarchomancer. Unlike the spell, these *confusion* effects last as long as the anarchomancer keeps performing the ritual. The anarchomancer can repeat the ritual as many times as she likes, gaining 2d12 new *confusion* effects each hour and maintaining the old ones. If the anarchomancer can keep the ritual up for several hours, the *confusion* effects can cause widespread civic unrest.

HIT DIE D4

ANARCHOMANCER Requirements

To qualify to become a anarchomancer, a character must fulfill all the following criteria.

Spellcasting: Ability to cast at least one arcane illusion spell from 1st to 5th level, and ability to cast polymorph.

Disguise: 6 ranks

Bluff: 6 ranks.

Feats: Greater Spell Focus (illusion) or Greater Spell Focus (enchantment).

Alignment: Any chaotic.

ANARCHOMANCER Class Skills

The anarchomancer's class skills (and the key ability for each skill) are:

Dex: Escape Artist, Hide, Move Silently, Sleight of Hand.

Con: Concentration.

Int: Craft, Decipher Script, Knowledge (all skills, taken individually), Spellcraft.

Wis: Profession, Sense Motive.

Cha: Bluff, Diplomacy, Disguise, Gather Information, Use Magic Device.

N/A: Speak Language.

Skill Points at Each Level: 4 + Int modifier.

ANARCHOMANCER Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Ritual of the Dark Infiltrator	–
2nd	+1	+0	+0	+3		+1 level of existing class
3rd	+1	+1	+1	+3		+1 level of existing class
4th	+2	+1	+1	+4		+1 level of existing class
5th	+2	+1	+1	+4	Ritual of the Stilled Tongue	–
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5		+1 level of existing class
8th	+4	+2	+2	+6		+1 level of existing class
9th	+4	+3	+3	+6	Ritual of the Mob Unleashed	–
10th	+5	+3	+3	+7		+1 level of existing class

by Erik Mona · illustrated by Kalman Andrasofszky

GREYHAWK

Regional Feats of Oerth

A character's homeland is the most important factor in the formation of his identity. A grim-faced ranger lord from the barren northern reaches of Stonehold might have the same statistics as a merry woodsman of Highfolk, but their temperaments and life experiences create important differences that can come into play in battle and role-playing encounters. The *Forgotten Realms Campaign Setting* introduced Dungeons & Dragons players to the idea of "regional feats," special feats for specific geographic regions or subraces. Regional feats drive home cultural differences between characters from different areas and create cultural bonds between characters from the same nation or race.

Because the *Living Greyhawk Gazetteer* was written before third edition D&D was complete (to say nothing of the Forgotten Realms revision), Greyhawk fans haven't had a chance to experience the same level of rules support for their favorite campaign setting. We've tried to alleviate that somewhat with the *Living Greyhawk Journal* (which now appears in *Dungeon Magazine*), but until now, we've never had the chance to imagine the regional feats of the World of Greyhawk and provide them to you in print. The wait ends today!

Regional Feats Explained

Regional feats (whether geographic or racial) supplement the feats available in the *Player's Handbook*, and count against a character's regular feat allotment. At 1st level, characters can select regional feats appropriate to the geographic areas in which they were raised. Characters also may select regional feats associated with their races, but characters can select racial feats associated with one race only. A human with Suel and Olman blood must choose which racial strain is dominant, and cannot thereafter select feats from the non-dominant racial strain.

You may learn feats from a new geographic region altogether. After 1st level, each 2 ranks in Knowledge (local) allow you to select a regional feat from another geographic region. Racial feats cannot be gained in this manner.

The feats Blooded and Mercantile Background first appeared in the *Forgotten Realms Campaign Setting*, and are represented here for ease of reference. DMs should consider using cultural feats like Rhennlore and Gnomelore as prerequisites for cultural prestige classes of their own design.

FEATS OF THE WORLD OF GREYHAWK

These new feats have a special prerequisite: the appropriate character region, as explained above. Some of the feats below can be taken as a fighter bonus feat. However, the character must still qualify for that region in order to take the feat.

Atlan's Mark [General]
Every inch of your skin is covered in an elaborate tattoo, a ritualistic marker of your status as chosen of the Underworld.

Region: Olman.

Benefit: You gain a +1 bonus on saving throws against energy draining and death effects. When dying, you have a 50% chance per round of becoming stable. Your tribal tattoos immediately identify you to most Olmans as a follower of Chitza-Atlan, evil undead Olman god of the Gateway to the Underworld.

Normal: You have a 10% chance per round of becoming stable when dying.

Badge of Bondage [General]
Your experiences as a slave have made you more resistant to torture and mental manipulation.

Prerequisite: Your body must bear some obvious sign of your former bondage—whip scars on your back, an owner's brand on the neck, or the like.

Regions: Ahlissa, Bandit Kingdoms, Flan, half-orc, Ket, Lordship of the Isles, North Kingdom, Olman, Onnwal, Pomarj, Scarlet Brotherhood, Sea Barons, Sea Princes, Tiger Nomads, Wild Coast, Yeomanry, Zeif.

Benefit: You receive a +1 insight bonus on all Fortitude and Will saves. You also receive a +2 competence bonus on Bluff checks.

Bareback Soul [General]
You're skilled at riding bareback.

Prerequisite: Ride 1 rank.

Regions: Paynims, Rovers of the Barrens, Tiger Nomads, Ull, Wolf Nomads.

Benefit: You suffer no penalty on Ride checks when riding bareback. You automatically succeed at checks to guide your mount with your knees, meaning you always have both hands free while riding. Additionally, you gain a +1 competence bonus on attack rolls when using a ranged weapon while riding bareback.

Blackmoorian Rhymes [General]
You've decoded the eldritch secrets of the ancient Rhymers of Blackmoor.

Region: Blackmoor.

Benefit: You receive a +2 bonus on all Knowledge (arcana) checks. Also, when making a bardic knowledge check, roll 2d20 and ignore the lower result. Add a bonus equal to your bard level plus your Intelligence modifier as normal.

Blood of Kord [General]
You're distantly related to the Suel god Kord, who often takes a mortal woman as his lover. While Kord's immediate offspring develop a host of powers and abilities, the effects upon your blood are much more subtle.

Prerequisite: Ability to rage.

Region: Suel.

Benefit: When you rage, you gain a pool of 2 bonus damage points per character level, to be added to the damage of any successful melee attack made during your rage. Bonus damage to a single attack may not exceed half your character level (to a minimum of 1, even at 1st level), but the damage may otherwise be doled out from the pool in any increment of full damage points you desire. This bonus damage is not multiplied on a critical hit. Undesignated bonus damage is lost when your rage ends. You must declare the addition of the bonus damage after you hit but before damage is rolled.

Blooded [General]
You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted. Enemies find it difficult to catch you off guard.

Regions: Bandit Kingdoms, Bissel, Bone March, Bright Lands, Furyondy, Geoff, Gran March, Iuz, Ket, Nyrond, Oeridian, Onnwal, Paynims, Pomarj, Rovers of the Barrens, Scarlet Brotherhood, Sea Princes, Shield Lands, Sterich, Stonehold, Tenh, Wild Coast, Wolf Nomads, Yeomanry.

Benefit: You get a +2 bonus on Initiative and a +2 bonus on all Spot checks.

Border Watch [General]
Your experience watching the horizon for enemy troop movements has made you a better soldier.

Regions: Bissel, Furyondy, Geoff, Gran March, Highfolk, Irongate, Ket, Nyrond, Ratik, Shield Lands, Sterich, Sunndi.

Benefit: You get a +2 bonus on all Spot checks and a +5 bonus on all Profession (soldier) checks.

THE CREATION OF GREYHAWK

by Stan!

Although many campaign worlds get their starts as one of the designer's personal games, GREYHAWK was literally the original D&D game. It was the setting Gary Gygax used for his Saturday afternoon games while developing the rules for what would become the world's most popular roleplaying game. His players included many names that have since become legendary to practically everyone who enjoys the hobby.

"I joined Gary's game in 1974," says Jim Ward, former Vice President of TSR, Inc. Other people involved in that original campaign were Ernie Gygax (Gary's son), Robert Kuntz, Terry Kuntz, Don Arndt, Tom Champeny, Brian Bloom, and Doug Bloom.

"We'd play on Gary's patio," Ward recalls. "Gary had a big binder filled with notes and sheets of paper. He had the whole world mapped out. We could have gone anywhere we wanted." But the characters never strayed far from one dungeon just outside the city of Greyhawk. "The dungeon was so much fun we never wanted to go anywhere else."

With all the material Gygax prepared, GREYHAWK could easily have supplied all the D&D needs for years to come. And originally, that was the plan—for every D&D product to be support for GREYHAWK. "But Gary could only write so much," Ward says. "When the company needed products faster than he could write them, that's when the other campaign worlds came into the picture. Gary was very particular about who he let write for his world."

"Gary preferred a low-magic game," says Ward, "but the campaign had magic items everywhere. There were rings, magic jars, the original *deck of many things*," says Ward.

Gygax was adamant that everything for the game be thoroughly playtested. "So we got new magic items and artifacts just about every week. It was great."

Born Follower [General]
You excel when directed by a natural leader.

Regions: Gran March, Oeridian, Pale.

Benefit: You gain a +2 morale bonus on attack rolls and on saving throws against fear effects when within 30 feet of an ally with the Leadership feat.

Special: You may only take this feat as a 1st-level character.

Celestial Scion [General]
You are a member of one of the major noble houses of the former Great Kingdom.

Regions: Ahlissa, North Kingdom, Solnor Compact.

Benefit: The benefits of this feat depend upon the Celestial House to which you belong. Unless your DM allows otherwise, your rank is very minor and grants no game benefits other than those listed below. Membership in your family may have intense roleplaying repercussions and benefits, at the discretion of the DM.

Cranden: You receive maximum starting gold at 1st level. Due to the diplomatic expertise and sterling reputation of your noble house, you receive a +3 bonus on all Diplomacy checks. Unless otherwise noted, NPCs in the former Great Kingdom have an initial attitude of friendly toward you.

Darmen: The weapons of choice for your mercantile house are the poisoned words that have killed far more enemies than poisoned blades. When caught in a lie due to an unsuccessful Bluff check, you get an immediate follow-up opposed Bluff check to cover up the "misstatement" with doublespeak. If this Bluff check is successful, ignore the original failed result—the Bluff attempt goes off successfully, leaving the victim none the wiser. Unless otherwise noted, NPCs in the former Great Kingdom have an initial attitude of friendly toward you if they are members of the middle or upper class. Lower-class serfs understand all too well the contempt most members of House Darmen feel for their "breed," and are initially unfriendly toward you.

Garasteth: The arcane legacy of Aerdy's House Garasteth is known throughout the Flanaess. Wizard is a favored class for you. A multiclass Garasteth's wizard class does not count when determining whether she takes an experience point penalty for multiclassing. You also get a +2 bonus on Spellcraft checks. Because most folk fear the magical might of your house, NPCs in the former Great Kingdom have an initial attitude of friendly toward you.

Naelax: You share the bloodline of Ivid the Undying, the mad undead Overking who brought the once-mighty Great Kingdom to its knees. You receive a +2 bonus on all Intimidate checks. Thanks to an unholy pact between Overking Ivid I and a fiend, you enjoy a special relationship with evil outsiders. You have a continuous *true seeing* ability, as the spell (caster level 16th), but the ability works only against the cloaking spells of demons and devils. This is a supernatural ability. Due to your family's ghastly reputation, NPCs in the former Great Kingdom have an initial attitude of unfriendly toward you.

Rax-Nyrond: The true heirs of the House of Rax died out long ago, but several illegitimate and minor branches of the family survive. The Rax legacy is not particularly proud, being filled with a succession of incompetents and half-wits. Regardless, the house managed to hoard a great deal of political influence during its time at the head of the Great Kingdom. As an heir of that tradition, you receive a +3 bonus on Gather Information checks, and all checks take 1d2 hours. Unless otherwise noted, NPCs in the former Great Kingdom have an initial attitude of friendly toward you.

Torquaan: The financial might of House Torquaan extends far beyond the borders of the former Great Kingdom. Your family's reputation for squeezing the most out of a gold coin by employing deceit, trickery, cruelty, and good old-fashioned business skills allows you a 10% discount on all purchases made anywhere the influence of House Torquaan is known. The DM is free to disallow this discount outside the former Great Kingdom or in locales openly hostile to House Torquaan. Since many folk see your kinsmen as greedy plutocrats, NPCs in the former Great Kingdom have an initial attitude of unfriendly toward you.

Special: You must select this feat as a 1st-level character.

Companion Guard Style [General]
You've been trained in the combat style of the gray elven Companion Guard of Celene.

Prerequisites: Proficient with longsword, longspear, and bows; base attack bonus +4.

Region: Celene, gray elf.

Benefit: When fighting with a longsword or longspear, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you use a shield, its armor check penalty applies to your attack rolls. Additionally, you gain a +2 bonus on attack rolls made to confirm a critical hit with any bow.

Special: You may take this feat as a fighter bonus feat.

Defensive Expert [General]
You excel at fighting while entrenched.

Regions: Irongate, Shield Lands, Sunndi, valley elf, Valley of the Mage, Yeomanry.

Benefit: You gain a +6 bonus to AC when benefiting from cover instead of the normal +4 bonus to AC. (If you use the rules for varying level of cover, you gain a bonus to AC +2 higher than normal.) You gain a +3 dodge bonus to AC when fighting defensively instead of the normal +2 dodge bonus. If you have 5 ranks of Tumble, you gain a +4 dodge bonus to AC when fighting defensively instead of the usual +3 dodge bonus.

Normal: You gain a +4 bonus to AC from cover and a +2 bonus to AC when fighting defensively. If you have 5 ranks of Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus.

Special: You may take this feat as a fighter bonus feat.

Driftwalker [General]
You aren't slowed by snowy terrain, and know how to disguise your movements in the snow.

Regions: Frost Barbarians, Ice Barbarians, Perrenland, Snow Barbarians, Stonehold, wild elf, wood elf.

Benefit: It costs you no squares of movement to move into a snow-covered or heavy snow-covered square. You leave no tracks in snowy terrain and cannot be tracked. You may choose to leave a trail if so inclined.

Normal: Moving into a snow-covered square costs 2 squares of movement. Moving into a square covered by heavy snow costs 4 squares of movement.

Dwarflore [General]
You've memorized a litany of family histories, battle records, and foundry lore sacred to the dwarven people.

Regions: Hill dwarf, Irongate, mountain dwarf, Ulek States.

Benefit: You get a +1 bonus on all Knowledge skill checks and on checks using one Craft skill of your choice.

Ehlonna's Way [General]
You share an intimate bond with the transcendental spirit of Oerth's woodlands.

Regions: Celene, high elf, Highfolk, wild elf, wood elf.

Benefit: You get a +3 bonus on Hide and Survival checks made in woodland areas. You get a +4 bonus on attacks against enemies who have cover from trees or plants (essentially invalidating the target's cover bonus). You still cannot hit creatures with total cover.

Elflore [General]
You've memorized the epic poems, histories, and songs of the elven people, gaining insight into Oerth's history and magic.

Regions: Celene, gray elf, half-elf, high elf, Highfolk, Lendore Isles, Sunndi, tallfellow halfling, Ulek States, valley elf, Verbobonc.

Benefit: You get a +1 bonus on all Knowledge and Spellcraft checks.

Expert Dungeoneer [General]
Your experience and study of dungeons have given you insight on common trapsetting techniques.

Regions: Blackmoor, deep gnome, Greyhawk, hill dwarf, mountain dwarf.

Benefit: You receive a +4 competence bonus on saving throws made against the effects of mechanical traps.

Fiendsign [General]
Your body bears a readily identifiable birthmark, such as a third niple or sore, that serves as a symbol of your trafficking with fiends. Your bond to the denizens of the Lower Planes grants you some measure of control over your fiendish associates.

Regions: Greyhawk, Iuz, North Kingdom, Perrenland, Solnor Compact, Sterich, Ull.

Benefit: Outsiders with the evil subtype take a -2 penalty to their saves against all your spells. In addition, you gain a +2 bonus to your caster level check to overcome the spell resistance of an outsider with the evil subtype.

Giantkiller [General]
Your experience fighting giants has given you a tactical advantage against them.

Regions: Geoff, Keoland, Sterich.

Benefit: You gain a +4 bonus on attack rolls to confirm critical hits against giants, and you gain a +2 dodge bonus to your AC against a giant's attacks.

Special: You may take this feat as a fighter bonus feat.

Gnomelore [General]
You've memorized a staggering array of trivia, jokes, bawdy stories, and legends collected throughout the ages by gnomes and passed orally to each new generation.

Regions: Rock gnome, Ulek States, valley elf.

Benefit: You get a +1 bonus on all Perform checks and Knowledge checks.

Great Fervor [General]
Your overwhelming religious zeal has caught the attention of your deity. Sometimes, you seem to get a second chance in the face of catastrophe.

Regions: Ekbir, Pale, Scarlet Brotherhood, Tusmit, Veluna, Verbobonc.

Benefit: Once per day, you may reroll a failed saving throw. Add your Wisdom modifier to the rerolled save. You must accept the result of the second save, even if it is lower than the original failed saving throw.

Greyhawk Method [General]
You studied magic at Greyhawk's School of Wizardry, the preeminent institution of arcane study in the entire Flanaess.

Prerequisite: Ability to prepare and cast arcane spells.

Region: Greyhawk.

Benefit: You gain four new spells of your choice to add to your spellbook each time you gain a level in a class that allows you to prepare and cast arcane spells (such as wizard). These spells represent the results of your research, and must be of spell levels you can cast. If you have chosen to specialize in a school of magic, two of the four free spells must be from your specialty school. Add the following to the list of feats you may select as a bonus wizard feat: Combat Casting, Greater Spell Focus, Greater Spell Penetration, Magical Aptitude, Spell Focus, Spell Penetration.

Normal: If you are a wizard, you normally gain 2 new spells to add to your spellbook each time you gain a level in the wizard class.

Halfling Lore [General]
You've memorized countless recipes, wives tales, folktales, and legends honored by the halfling people.

Regions: Lightfoot halfling, stout halfling, tallfellow halfling, Ulek States.

Benefit: You get a +2 bonus on all Knowledge (local) and Knowledge (history) checks, and a +4 bonus on all Profession (cook) checks.

Horselore [General]
You're good with horses.

Regions: Baklunish, Flan, Paynims, Rovers of the Barrens, Tiger Nomads, Wolf Nomads.

Benefit: You get a +3 bonus on Ride checks when riding a horse and on Handle Animal checks when dealing with horses. All horses have an initial attitude of friendly toward you.

Jungle Fighter [General]
You know how to make the most of terrain-inspired advantages when fighting in a jungle.

Regions: Bandit Kingdoms, Lordship of the Isles, Olman, Scarlet Brotherhood, Sea Princes.

Benefit: When fighting in jungle terrain, you gain a +2 dodge bonus to AC.

Special: You may take this feat as a fighter bonus feat.

Landless Nobility [General]
You belong to a noble line that has utterly lost its homeland due to war, incompetence, politics, or fate. Your status as a noble nonetheless grants you some measure of financial comfort, despite your lack of land.

Regions: Bone March, Geoff, Sea Princes, Shield Lands, Sterich, Tenh, Ulek States (Principality only).

Benefit: You receive maximum starting gold for your class (*Player's Handbook*, page 111). You also receive a +4 bonus on Charisma-based skill checks made against residents of your homeland (including expatriates).

Special: You can take this feat only at 1st level.

Lays of the Northern Adepts [General]
You know the poems of ancient Ur-Flan sorcerers. These poems contain lost secrets that strengthen your protective magic.

Regions: Blackmoor, Flan.

Benefit: When someone attempts to dispel your abjuration spells, the dispel check DC is 13 + the spell's caster level.

Normal: The dispel check DC to dispel any spell is 11 + the spell's caster level.

Lore of the Ur-Flan [General]
You're schooled in the ancient art of Ur-Flan necromancers.

Region: Bright Lands, Flan.

Benefit: Add +2 to the Difficulty Class for all saving throws against necromancy spells with the evil descriptor you cast. This bonus stacks with those granted by the Spell Focus and Greater Spell Focus feats.

Mercantile Background [General]
You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

Regions: Bissel, deep gnome, Dyvers, Ekbir, Gran March, Greyhawk, Highfolk, hill dwarf, Irongate, Ket, lightfoot halfling, Lordship of the Isles, mountain dwarf, Onnwal, rock gnome, Sea Barons, Solnor Compact, stout halfling, Tusmit, Ulek States, Urnst States, Verbobonc.

Beneft: You gain a +2 bonus on all Appraise checks and a +2 bonus on skill checks in the Craft or Profession skill of your choice.

Mercenary Background [General]
You've traveled across the Flanaess as a hired mercenary, learning a smattering of local flavor on every mission in a foreign land. Because you've known so many fellow mercenaries from distant lands, you have little difficulty picking up foreign languages.

Regions: Bissel, half-orc, hill dwarf, Paynims, Perrenland, Stonehold, Tenh, Tusmit, Ull.

Benefit: Speak Language is a class skill for you. You receive a +2 bonus on all Knowledge (local) checks.

Mountain Fighter [General]
You know how to make the most of terrain-inspired advantages when fighting in mountainous terrain.

Regions: Frost Barbarians, Geoff, hill dwarf, Ice Barbarians, Irongate, mountain dwarf, Perrenland, Pomarj, Ratik, Snow Barbarians, Sterich, Stonehold, Tusmit, Ulek States, Ull, Urnst States (Duchy only), valley elf, Valley of the Mage, Yeomanry.

Benefit: When fighting in mountainous terrain, you gain a +2 dodge bonus to AC.

Special: You may take this feat as a fighter bonus feat.

Noble Soul [General]
Your strength of spirit and forthrightness bolsters your resolve and draws others toward you.

Regions: Deep gnome, Furyondy, helf-elf, lightfoot halfling, Oeridian, Pale, Shield Lands, Ulek States, Veluna, Yeomanry.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Diplomacy checks.

Orc Blooded [General]
Somewhere in the shadowy boughs of your extended family tree is an orc. The creature's influence on your heritage isn't enough to make you a half-orc, but it is enough give you slightly porcine features, chronic bad breath, and a nasty temperament.

Regions: Bandit Kingdoms, Bone March, Iuz, North Kingdom, Pomarj, Stonehold, Ull, Zeif.

Benefit: You gain darkvision up to 30 feet. Barbarian is considered a favored class for you. You are not considered an orc for effects related to race.

Special: You may select this feat only at 1st level.

Raider's Spirit [General]
You're a fearless raider.

Regions: Bone March, Frost Barbarians, half-orc, Ice Barbarians, Iuz, Olman, Paynims, Pomarj, Rovers of the Barrens, Snow Barbarians, Stonehold, Tiger Nomads, Ull, Wolf Nomads.

Benefit: You get a +4 bonus on saves against fear effects and a +2 bonus on all Intimidate checks.

Rapscallion [General]
Your stunning wit improves the credulity of your frequent lies.

Prerequisite: Int 13+.

Regions: Bandit Kingdoms, Dyvers, half-elf, half-orc, Rhennee, rock gnome, Sea Barons, Urnst States (County only), Wild Coast.

Benefit: In addition to your Charisma modifier, add your Intelligence modifier on all Bluff checks.

Rhennlore [General]
You've memorized oral histories of the Rhennee tribes, learning of the places they've visited and the secrets they've uncovered. You've also trained in the gymnastic cultural dance of the bargefolk.

Regions: Dyvers, Greyhawk, Rhennee.

Benefit: You get a +1 bonus on all Tumble checks and on all Knowledge checks.

Tongue of Mouqol [General]
You know your way around business negotiations.

Regions: Baklunish, Bissel, Ket.

Benefit: You receive a +3 bonus on Bluff checks and Diplomacy checks related to business dealings.

Wastri's Blessing [General]
You are a "servant" of Wastri, the hopping prophet.

Regions: Blackmoor, Keoland, Sea Princes, Sunndi.

Benefit: You can hold your breath for a number of rounds equal to three times your Constitution score. You leave no trail in swampy terrain and cannot be tracked therein. You may choose to leave a trail if so desired.

Normal: You can hold your breath for a number of rounds equal to twice your Constitution score.

Well Read [General]
Your readings have granted you extensive general knowledge about a wide range of affairs.

Regions: Ahlissa, Celene, Dyvers, Ekbir, Furyondy, gray elf, Greyhawk, high elf, Irongate, Keoland, Lendore Isles, Lordship of the Isles, Nyrond, Solnor Compact, Suel, Urnst States, Valley of the Mage, Veluna, Verbobonc, Zeif.

Benefit: All Knowledge skills are considered class skills for you.

GHOSTWALK

The Bloody Swords

by Sean K Reynolds

Founded about five years ago by a group of cutthroat adventurers based in Manifest, the Bloody Swords is a mercenary group wrapped around a secret cult nucleus. The original members had a moderately successful adventuring career until they got lucky and found a sizeable treasure. They retired for a few months but quickly grew bored, particularly Yorin Leeds, a young cleric of Orcus. Yorin tracked down Tala Keth, the martial arm of his party, and proposed starting a mercenary company with ties to Orcus' church. The mercenaries would feed Tala's desire for power and Yorin's status in the church.

They pooled some of their money, bought a small building that could serve as a barracks, and began hiring independent mercenaries. One at a time, they revealed the cult ties to their employees, killing those who refused to accept Orcus's unholy baptism. Eventually the ex-adventurers had a significant force on their hands, which they hired out as guards or mercenaries.

The members promote an image of competence, thoroughness, and willingness to kill to fulfill their contracts. Respected and feared by the common folk, they have a bloodthirsty reputation and a habit of gruesomely dismembering anyone they kill (or incapacitate) in the line of duty—supposedly as a deterrent to future foes, but secretly as a rite to their evil god. The Swords' connection to the cult of Orcus is not known outside the organization, for they keep their allegiance private, knowing that if others learned their secret, they would be turned upon by the entire city. So they make war on behalf of whoever pays them and use their money and status to promote their god's agenda of pain and torture.

BLOODY SWORDS

Bloody Swords (minor): AL CE; 10,000 gp resource limit; Membership 55; Mixed (human 45, dwarf 5, half-orc 2, gnome 1, other 2).

Authority Figures: Commander Tala Keth, female human Ftr 7; Yorin Leeds, male human Clr 6 (Orcus)

Important Characters: Captain Jonis, male human Ftr 4; lieutenant Berg, male dwarf Ftr 3; Charity, human female Rog 4; Traxilus, human male Sor 4; Bandol, male gnome Brd 3; Hedris and Pont, male ghouls

Others: Mixed; Brd 1 (2), Clr 1 (1), Clr 2 (1), Ftr 1 (9), Ftr 2 (2), Rgr 1 (2), Rog 1 (5), Sor 1 (1), War 1 (18), War 2 (4), Wiz 2 (1)

SIZE AND RESOURCES

Because their work puts them into battle on a regular basis, the Bloody Swords tends to have a fluctuating membership as they lose weaker members in combat. Right now the group is in a recruiting period after some heavy losses guarding valuable caravans. Commander Tala and Yorin are looking for angry and disaffected young people seeking to earn a name for themselves. Given that the Swords have a reputation for strength and cruelty, the leaders have been successful in attracting young thugs into the group, although weeding out those without a true taste for bloodshed has kept them from growing too quickly. Previously at a surplus in resources for a group of their size, the Swords have had to spend a lot to train and equip their new recruits. This has put their resources at an average level for a group of this size, which means they're looking for more well-paying work. Much of their resources are tied up in minor magic items (scrolls, potions, and healing items) created by the spellcasters, which they use to pay for services and to reward and entice new and prospective members of the group.

The Swords have expanded the basement level of their headquarters, connecting it to a building in the upper Undercity. They use this underground level as a secret temple to Orcus as well as a hidden way in and out of their headquarters (often used by the ghoul members of the group, who cannot normally go about in Manifest without drawing attention).

ALIGNMENT AND LEADERSHIP

The Bloody Swords do not accept nonevil creatures as members, for only evil beings would be willing to participate in the rituals of the church of Orcus. Although Orcus is chaotic, and his most devout worshippers are chaotic, the leaders of the Swords realize that independently minded minions are less likely to take orders, so they purposefully recruit those who are more willing to follow a chain of command. Lawful minions would be ideal, but few such individuals are suitable for the cult interests of the Swords. Most

members of the Swords are neutral evil, although a few are chaotic evil (people with strong senses of duty despite their alignment).

Keeping the wheels turning is commander Tala Keth (LE female human Ftr 7), a smart commander who recognizes the limitations of her "soldiers." She enjoys her small "army," unruly as they might sometimes be, and treats this experience as her personal training ground for bigger and better things. She tolerates worship of Orcus because it allows her to pursue her dream, but she is not one of the faithful and only participates in religious services to mollify her partner. She used to personally lead teams of Swords on missions, but in the past year, she has taken a greater interest in keeping herself safe and now relies on Captain Jonis to lead the teams while she remains at headquarters making plans. If the dice fall poorly for the Swords, she plans to use the connection to the Undercity to escape, leaving behind her cultist allies.

The spiritual guide of the Swords is Yorin Leeds (NE male human Clr 6 of Orcus). A loyal worshipper of the Prince of the Undead, he is not mad with bloodlust like some of his more fervent fellows and tries to make plans at least a year ahead for himself and his church. His presence keeps the Swords from being more than just a mercenary company, and it is he who tests recruits for their loyalty to Orcus. He knows that Tala is not interested in matters of faith but is happy to have her lead the group. He is protective of his little cult, and if their nature were recognized, he would try to preserve as many key people as possible—although if it came down to it, he would flee to build another group.

MEMBERSHIP AND DEMOGRAPHICS

The Bloody Swords number fifty-five, which doesn't include a small force of skeletons used to guard the temple area of their headquarters. Most of them are human, not because of any racial bias of its leaders but because most of the nonhumans in Manifest have strong ties to their own deities and are poor candidates for conversion to the Orcus cult. None of the members are ghosts (members are told that if they die, they can work to return from the dead or face True Death lest they spill the secrets of the Swords).

Typically one-half to two-thirds of the group is deployed at any time under the leadership of captain Jonis (NE male human Ftr 4). Tala cemented the loyalty of this scar-faced veteran when she made arrangements with the church of Nessek to have him raised from the dead should he ever be killed (arranging such a gift with the church of Orcus is difficult in Manifest because the church must operate in secret). As the field leader of the Swords, many of the members (and most of the newest recruits) are most loyal to Jonis, as they spend more time with him than with Tala and Yorin. Jonis is no fool and makes sure the true leaders of the Swords know he is loyal to them. He is aided by lieutenant Berg (NE male dwarf Ftr 3), a hard-nosed exile of the Deathwarden clan. Berg keeps the dwarven members of the Swords in line, and the leaders and Jonis always make sure that Berg never loses face in front of the other dwarves to make sure they still respect him.

Charity (NE human female Rog 4) is the group's head spy and information-gatherer. When not deployed as part of a team, she spends her time investigating interesting people in town (whether visiting nobles, corrupt merchants, or newly arrived, talkative adventurers), looking for potential blackmail targets, and leads on where the group might find employment. A blank-faced woman with deep brown skin and short hair, she tries to be as unobtrusive as possible, even in direct conversations with others.

Traxilus (NE human male Sor 4) is cocky and cruel, unafraid to flaunt his power to cow underlings or make a point. Understandably, the common soldiers of the Swords don't like him very much, but so far their fear of his ability to kill them has prevented any assassination attempts. He likes cold and acid magic, and bears many scar-tattoos he created by tracing lines on his skin with acid.

Bandol (CE male gnome Brd 3) is a clever and petty gnome, fond of punitive tricks such as hiding poison-

THE CREATION OF GHOSTWALK

by Stan!

In the summer of 1999, Sean K Reynolds and Monte Cook were given the assignment of writing the first new D&D campaign setting to be published since TSR was acquired by Wizards of the Coast. Instead of being a boxed set, as had been the most recent trend, this product was slated to be a hardcover book. While there might be follow-up products if it did well, the assignment was to give the DM enough information and material so that an entire campaign could be based out of the single book—the first of the modern "campaign options."

"Monte and I spent a long time talking," Reynolds recalls. "We talked about D&D and the various campaigns we'd played in and run." They talked about which aspects they liked, which they didn't, and which just drove them crazy. They agreed about many of the good parts, but to their surprise, they also agreed on one of the least enjoyable parts—death.

"Death stinks," Reynolds says. "Sure, you want there to be consequences for your character's actions, but when a character dies, it's the player who gets punished." In other words, not only are there in-game punishments like loss of level, but the player is excluded from the game until such time as the character can be brought back.

"We both thought that the worst part of a game was sitting around for an hour or more while your friends finish fighting the monster and haul your character's body back to town to find a cleric who could cast *raise dead*."

The two then set to work designing a world where you can keep playing even if your character dies. The results were the city of Manifest and the GHOSTWALK campaign option—a setting where the living and the dead existed together in relative peace and harmony.

"First we had to make some pretty basic changes to the D&D definition of 'ghost,'" Reynolds explains. "But we did it with the goal of making being dead a legitimate career path. A dead character isn't really better or worse, just different."

"We pictured a game where you might be better off being living for some adventures, and have an edge if you were a ghost in others," Cook says. "Where a player might choose to not have his character raised because he was more useful to the party as a ghost."

FOR YOUR CAMPAIGN

In most cases, the Bloody Swords will be encountered as adversaries to a group of good or neutral PCs. An evil PC or a particularly nasty neutral PC might draw the attention of the Swords as a possible recruit (either as a common soldier or a specialist of some kind, depending upon the PC's level and skill); whether or not the leaders feel the PC would be willing to swear fealty to the Prince of the Undead depends upon the PC's actions and history.

The Swords do a lot of caravan work from somewhat disreputable people, and might encounter PCs while in the line of such duty (for example, if the PCs believe the caravan contains stolen property or slaves). Likewise, they might be hired to attack a caravan of a rival merchant that is guarded by the PCs. They are often hired to do guard work for buildings, particularly homes of wealthy guilders or neutral temples wanting to keep visitors from bothering an important guest. In the past they've even been hired as armed escorts for young Bazareenian or Salkirian nobles who want a taste of adventuring in the Undercity without any real danger; this can easily put them into conflict with PCs if the noble decides to follow the characters (without permission) and claim part of their treasure as a reward for his "assistance."

ous snakes or scorpions in a rival's bedroll. He is a recent addition to the Swords; he owes a blood-debt to a cleric of Orcus who kept him from being eaten by a ghast. The clerk then sold that debt to Yorin in exchange for information. In a year Bandol's service to Yorin is up; whether or not he chooses to remain after that depends on how they treat him.

Despite strong ties to an undead-loving cult, Tala and Yorin keep intelligent undead out of the Swords, knowing that such creatures could easily spoil the cover of the group by acting on their own agendas. The only exceptions they made are Hedris and Pont, two ghouls that Yorin met in the Undercity while adventuring. The ghouls understand that they are not allowed to attack members of the group or enter the surface levels of the headquarters; their role in the cult is disposing of bodies and ritual leftovers (usually by eating them) as well as maintaining ties to other undead and cells of Orcus's cult via the Undercity.

A typical deployment of the Swords is ten soldiers (7 warriors, 3 fighters), a healer (Bandol or one of the two lesser clerics), three scouts (rogues and/or rangers), the officers (Jonis and Berg), and one of the specialists (Charity or Traxilus). Most of the remaining members remain in Manifest to guard the headquarters, with a small number on leave at any time. Sometimes Tala fields a smaller team (led by Berg, with Jonis commanding the primary group) in addition to the main team, usually for jobs around the city.

NEW FEAT

The Bloody Swords are kept loyal and united by an evil ritual they all participate in before becoming full members of the group. Refusing the ritual means death at the hands of the cult loyalists.

Orcus's Bloodthirst Ritual

You have participated in an evil ritual involving drinking the blood of a slain innocent, cementing your loyalty to Orcus and teaching you to cause excruciating pain in your opponents.

Prerequisite: Evil alignment, patron deity: Orcus

Benefit: You can hit opponents so they suffer severe pain. Once per day you can declare a critical hit or sneak attack to be in an exceptionally painful area. You may make this declaration after the attack hits and after it is found to be a critical hit (if appropriate) but before the damage is rolled. The defender must make a Fortitude saving throw (DC 10 +1/2 your character level + your Wisdom modifier) or be stunned for 1 round due to the pain of the attack. Creatures unable to feel pain or not subject to critical hits or sneak attacks are not affected by this attack.

Intelligent undead recognize you as a potential ally and have an initial attitude of (at worst) indifferent unless circumstances warrant a more negative attitude (for example, if you are currently attacking the undead or one of its allies, although having this feat might be enough to call a short truce in order to negotiate).

Detect evil and similar spells detect your evil as if you were an evil cleric (level equal to your total Hit Dice). This means that for most living humanoids, you detect as more evil than a typical person of your race, class, and level.

NEW SPELL

Yorin has been taught how to make the correct prayers to receive the *rejuvenative corpse* spell. *Rejuvenative corpse* is normally used to strengthen the ghouls in the temple area.

Rejuvenative Corpse

Necromancy [Evil]
Level: Clr 3
Components: V, S, DF
Casting Time: 1 minute
Range: Touch
Target: One humanoid who died within the past week
Duration: One day or until discharged; 5 minutes; see text
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You charge a dead body with negative energy, giving it the ability to heal an undead creature that dines upon its flesh. The corpse remains charged with this energy for up to 24 hours. If a corporeal undead creature eats a full meal of the corpse's flesh within this time (generally taking 10 minutes for a humanlike creature such as a ghoul), the undead gains fast healing 1 upon completing its feast, lasting for the next 5 minutes (this does not stack with any fast healing the undead has from other sources). This spell does not allow the undead to regrow or attach lost body parts. Eating the flesh discharges the spell from the corpse.

You may cast this spell multiple times on a corpse, allowing more than one undead to benefit from eating it, though a single undead gorging itself on multiple "meals" does not gain any extra benefit while the first meal is in effect (the fast healing does not stack). A typical Medium corpse is usually enough for 10 such meals, a Small corpse 5, Tiny 2, and Diminutive 1. Skeletons, incorporeal creatures, and other undead that lack even the remnants of digestive organs cannot benefit from this spell.

A living creature that eats the charged corpse must succeed at a Fortitude saving throw or immediately contract filth fever (no incubation time). Creatures that are neither alive nor

undead who eat the charged corpse are unaffected.

NEW TEMPLATE

Repeat uses of *rejuvenative corpse* on the temple ghouls has given Yorin some insight into the interaction of life energy and ghoulish hunger, and (with help from others in his church) he is on the brink of turning Hedris and Pont into a new type of undead, the fleshvigor, which gains power from eating the dead. Once perfected, the process could be used on other corporeal undead, and Yorin would gain great status in his church.

Fleshvigor

A fleshvigor looks like the base creature, although its mouth and teeth are larger, and its skin often has a flushed or fevered appearance. Fleshvigors behave just like normal undead of the base creature's kind.

Sample Fleshvigor

This feral creature is mostly humanoid, although its rotting flesh is flushed as if with fever and stretched tightly across its bones. The numerous teeth in its unusually large mouth are sharp like a carnivore's, and its burning eyes appear only marginally more red than its strange flushed skin.

This example uses a ghoul from the *Monster Manual* as the base creature.

Fleshvigor Ghoul
Medium Undead
Hit Dice: 2d12 (13 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +1/+3
Attack: Bite +4 melee (1d6+2 plus paralysis)
Full Attack: Bite +4 melee (1d6+2 plus paralysis) and 2 claws +1 melee (1d3+1 plus paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Ghoul fever, paralysis
Special Qualities: Cannibalistic healing, darkvision 60 ft., undead traits, +2 turn resistance
Saves: Fort +0, Ref +2, Will +5
Abilities: Str 15, Dex 15, Con —, Int 13, Wis 14, Cha 12
Skills: Balance +6, Climb +6, Hide +6, Jump +6, Move Silently +6, Spot +7
Feats: Multiattack, Weapon Focus (bite)[B]
Environment: Any
Organization: Solitary, gang (2-4), or pack (7-12)
Challenge Rating: 2
Treasure: None
Alignment: Always chaotic evil
Advancement: 3 HD (Medium)
Level Adjustment: —

Combat

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of the fleshvigor ghoul's ghoul fever rises as a fleshvigor ghoul at the next midnight. A humanoid who becomes a fleshvigor ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal fleshvigor ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a fleshvigor ghast, not a fleshvigor ghoul.

Paralysis (Ex): Those hit by a fleshvigor ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Creating a Fleshvigor

"Fleshvigor" is an acquired template that can be added to any non-skeletal corporeal undead, referred to hereafter as the base creature. A fleshvigor uses all the base creature's statistics and special abilities except as noted here. An undead can acquire the fleshvigor template through a magical process; fleshvigor undead that can create spawn make spawn of the appropriate type with the fleshvigor template (so a fleshvigor ghoul creates fleshvigor ghoul spawn, and so on).

Armor Class: Natural armor improves by +2.

Attack: A fleshvigor retains all the attacks of the base creature and also gains a bite attack if it does not already have one.

Damage: If the base creature did not have a bite attack, use the damage value appropriate for its size as shown on the following table.

Size	Bite Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Qualities: A fleshvigor retains the special qualities of the base creature and gains the following special qualities.

Cannibalistic Healing (Su): Fleshvigors draw power from dead bodies they eat. As a full-round action, a fleshvigor may devour the flesh of a dead creature two or more sizes smaller than itself, leaving nothing but bones. Eating a creature one size smaller requires 5 rounds, and a creature the same size requires a full minute. Upon finishing its meal, the fleshvigor heals 5 hit points for every racial Hit Die of the consumed creature (not counting class levels, so a 5th-level human fighter counts as a 1-HD humanoid for this purpose); creatures of less than 1 HD heal the undead only 1 hit point. This healing cannot put the fleshvigor above its normal hit point total. The fleshvigor also gains fast healing 1 for 5 minutes after using this ability. A fleshvigor cannot eat a creature larger than itself in this manner, nor does it gain any healing from consuming the flesh of such a creature.

Eating in this manner is an extraordinary ability, but the healing derived from the act of eating is a supernatural effect. After a meal, a fleshvigor's ruddy color visibly increases. Unintelligent fleshvigors (such as fleshvigor zombies) automatically fall upon and devour dead bodies in their vicinity as soon as combat ends.

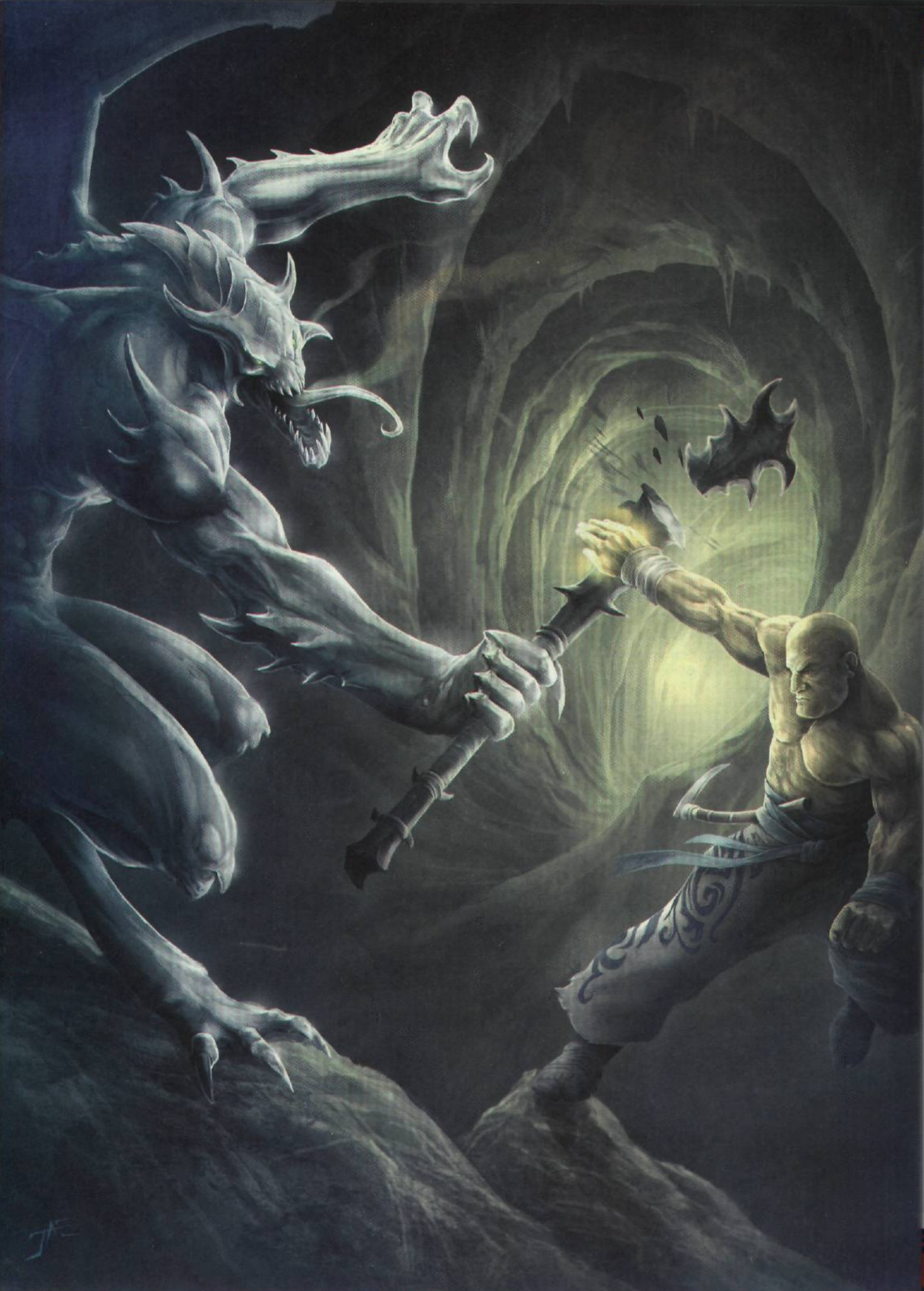
A creature consumed by an undead with this ability and the spawn ability normally will not rise as an undead, as there isn't enough material left to form a creature of the spawning undead's kind. Likewise, they cannot be raised by a *raise dead* spell because the body is not whole enough to support life. Greater life-restoring magic (such as *resurrection*) works normally.

Abilities: Increase from the base creature as follows: Str +2.

Feats: Fleshvigors gain Weapon Focus (bite) as a bonus feat.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +1. D



KARA-TUR

Ancestor Feats and Martial Arts Styles

THE CREATION OF KARA-TUR

by Stan!

by James Wyatt · illustrated by Jason Engle

Oriental Adventures adds depth and detail to the human race by presenting seven clans, each with its own set of ancestor feats, prestige classes, favored class and additional class skills, and of course, cultural and historical background. Of course, the lands of KARA-TUR do not have the same clans as Rokugan. Instead, KARA-TUR is divided into ten distinct regions and nations: Shou Lung, T'u Lung, Tabot, the Plain of Horses, the Northern Wastes, the Jungle Lands, the Island Kingdoms, Koryo, Kozakura, and Wa. Using the new *Oriental Adventures* book with the old Kara-Tur material, these ten regions and nations become the equivalent of Rokugan's seven clans.

The different nations of Kara-Tur use different names for character classes and weapons. Refer to Table 10-1 and Table 10-2 in *Oriental Adventures*. Shou Lung and T'u Lung use names drawn from Chinese cultures. Kozakura and Wa use Japanese names. Tabot uses names from Nepal, the Jungle Lands use names from Burma or Thailand, the Island Kingdoms use names from the Philippines or Indonesia, and Koryo uses Korean names.

SHOU LUNG

The people of the great empire of Shou Lung are by far the most ethnically diverse of all Kara-Tur's people. While Shou Lung is an empire now, in ages past it was composed of fourteen tiny kingdoms formed from successive waves of barbarian tribes. As a unified empire, Shou Lung is a melting pot of all these different ethnic and cultural identities, held together as provinces of the empire and blending together their various cultures and physical characteristics. In game terms, each of the many provincial peoples is associated with an ancestor feat.

Personality: The people of Shou Lung are practical, cosmopolitan, and proud citizens. Heirs to a culture spanning some twenty-six centuries, they walk the earth in absolute certainty that they are part of the greatest civilization of all time the world of Toril can boast. Their art, music, literature, government, science, and military power are unrivalled, giving the people of Shou Lung an unparalleled richness of cultural heritage and a justified pride in their dealings with other nations.

The Shou have a strong sense of honor, a great pride in their ancestors, and a fierce devotion to their families. Unlike the samurai of Kozakura, they do not manifest their pride in bluster and bragging, nor do they avenge an insult with a drawn katana. The honor of a Shou warrior's family is more important than his own, and a family works together to avenge any slight to their honor.

Physical Description: The people of Shou Lung stand apart from those of the lands they consider barbarian lands (every nation other than Shou Lung), in being taller, fairer, and—at least in their own opinion—more pleasing to the eye. The blood of many peoples flows in their veins from the many tribes and nations conquered by their vast empire. They have straight black hair that they often grow long, and the mandarins wear long mustaches and thin beards. They have brown eyes.

Class Skill: Knowledge (nobility and royalty).

Favored Class: Samurai.

Prestige Classes: Battle maiden, blade dancer, kishi charger, shapeshifter, Shintao monk, weapon master, witch hunter, yakuza.

Although KARA-TUR is officially part of the FORGOTTEN REALMS, the setting began as a generic setting for D&D, and owes its flavor to Zeb Cook's longtime interest in Asian culture.

While working on the original *Oriental Adventures* hard back, Cook wanted to create a setting for DMs to use when creating adventures using the new material. He created a series of nations, all of which were loosely based on historical Asia. One nation was China during a strong Imperial Dynasty, another was China during a time with a weak emperors, a third was based on Korea, and another on Shogunate Japan. It was only well after design was completed that the decision was made to attach KARA-TUR to the FORGOTTEN REALMS.

"The biggest problem we had was size," says Jeff Grubb, former Creative Director for FORGOTTEN REALMS. "Zeb had created a setting that was so big it held two Chinas. It would take months, maybe even years, to travel from one end to the other. So, when we hooked it up to the Realms we just changed the scale on the maps. To this day, very few people have ever said anything about it."

Cook not only introduced ninjas and samurai to D&D, he gave many of the staffers their first taste of Asian culture. "You have to remember, this was the midwest in the 1980s," Grubb recalls. "Just about the only things we liked were meat, potatoes, and Clint Eastwood movies. Zeb used to host parties at his house where he'd show us things like hopping vampires and untranslated anime. It was pretty weird, but it really broadened our horizons."

One of the ironies is that when working on *Oriental Adventures* and KARA-TUR, Zeb Cook had never been to Asia. However, the money he received for the job allowed him to finally take a trip to China.

T'U LUNG

T'u Lung has much in common with its northern neighbor, Shou Lung, being a splinter of that great empire. T'u Lung arose some three hundred years ago, when a dispute over the imperial succession arose and the followers of one heir fled to the south. From those southern strongholds, they have established their own empire, one constantly at war with the Shou despite their close historical relationship.

Personality: Unlike Shou Lung, the lands of T'u Lung suffer greatly from corruption, abuse of power, ignorance, and greed, and that corruption infects every level of society, all the way up to the emperor. Bandits and monsters rampage through the countryside while corrupt militias and local governors sit idly by. Bribery and assassination are a way of life in the government bureaucracies, and evil eunuch warlocks enforce the emperor's will throughout the land. While it shares its origins and much of its history with Shou Lung, the last three hundred years have taken T'u Lung down a very different course.

Physical Description: The people of T'u Lung come from the same ethnic lines as those of Shou Lung, and are identical in physical appearance to their northern cousins.

Class Skill: Knowledge (arcana).

Favored Class: Wu jen.

Prestige Classes: Bayushi deceiver, blade dancer, eunuch warlock, Mantis mercenary, ninja spy, shadow scout, shapeshifter, Shintao monk, weapon master, witch hunter, yakuza.

TABOT

Tabot is a mountainous, forbidding land where the main settlements are monasteries, and religious festivals dominate the calendar. Founded by monastic refugees fleeing persecution in Shou Lung, Tabot has flourished in its isolation for over two thousand years, becoming much more a distinct culture than T'u Lung. Unlike T'u Lung, Tabot has its own language and religious traditions that set it much farther apart from its political ancestor, Shou Lung.

Personality: The common people of Tabot are hardy and strong, inured to harsh weather and adept at celebrating every small triumph in a difficult life. They enjoy gambling, wrestling, yak roping, and riding—any sport or game that involves an element of risk, whether physical or financial. They are fiercely religious, strongly patriotic, and fairly well-educated through all strata of society thanks to the influence of the monks.

Physical Description: The people of Tabot are closely related to both the Shou and the nomads of the Horse Plains. They are shorter than the Shou and have coarser hair, but they share the same overall build and coloration.

Class Skill: Knowledge (religion).

Favored Class: Monk.

Prestige Classes: Henshin mystic, shapeshifter, Shintao monk, tattooed monk, Void disciple, witch hunter.

THE PLAIN OF HORSES

With its brutal climate and bleak terrain, the Plain of Horses is hostile to human settlement and resistant to civilization. Its people are formed into several strong tribes that control substantial regions of the country while constantly waging war against each other. Many of these tribes are nomadic, driving herds of sheep and cattle on seasonal migrations. Standing on Shou Lung's long western border, the tribes of the Plain of Horses have a long history of violent warfare alternating with periods of sporadic trade.

Personality: The people of the Plain of Horses are proud, defiant, and conservative, resistant to change of any kind. They are fearful and hostile toward strangers, particularly those that use magic. Most are nomads (although an increasing number are settling in cities and villages), and take pride in their ability to live without the comforts that city-dwellers come to depend upon. They feel pity for the farmer who is tied to his land and cannot move freely.

These nomads are a patient people, a trait that is particularly helpful to herders who follow free-roaming animals for hundreds of miles every year.

Physical Description: The people of the Plain of Horses are short and stocky with harsh features. Males often sport goatees. Unlike much of the rest of Kara-Tur, they often wear clothing and armor made of fur, bone, and leather.

Class Skill: Ride.

Favored Class: Barbarian.

Prestige Classes: Battle maiden, kishi charger, shapeshifter.

THE NORTHERN WASTES

The Northern Wastes are a cold region of taiga forest, swamps, hills, and mountains that lie between the northern reaches of the Chukei province (in Shou Lung) and the frozen tundra of the Land of Snow Demons. The region is also referred to as the Ama river basin, which is certainly a more descriptive and less pejorative name. Three large tribal groupings form the bulk of the human population of the region: the Issacortae, the Pazruki, and the Wu-haltai. Korobokuru, hengeyokai, spirit folk, and smaller human tribes also inhabit the Wastes.

Personality: The Issacortae are semi-nomadic herders that raise reindeer and elk, and engage in sporadic agriculture as well as hunting and fishing. Of the Northern tribes, the Issacortae act most like a nation, with at least a nominal high king and formal government structures.

The Pazruki are sedentary herders, raising horses, sheep, cattle, yaks, and goats. Their society is based around the clan, and clans form in loose alliances only.

The Wu-haltai are the most insular of the Northern tribes. Their self-sufficient villages have little contact with each other, let alone with the outside world. They are the most inclined toward agriculture of the three tribal groups, since their coastal location moderates the climate. Their culture is rich in oral tradition, as well as in music and dance.

Physical Description: The Issacortae are the tallest of the Northern peoples and predominantly of medium build. Their dark hair often has curls and kinks, and both men and women typically grow it long, braid it, and tie it with leather strips.

The Pazruki are small and slender. Their black hair is naturally straight, but both men and women traditionally shave it from adolescence on. Women wear wigs of woven, dyed human and horse hair, while men wear similar artificial beards (but not mustaches).

The Wu-haltai are heavyset people of medium height. They have straight black hair, and the men grow thick beards.

Class Skill: Knowledge (spirits).

Favored Class: Barbarian.

Prestige Classes: Bear warrior, shapeshifter.

THE JUNGLE LANDS

The lands of the Malatran jungle include three distinct cultures and civilizations. The Kuong Kingdom, in the far south of Kara-Tur, is an elaborate nation ruled by a priest-king. Laothan is also a uni-

fied kingdom, although the princes and lesser nobles wield much more power. The hill tribes of the Purang region are the third major entity of Malatra.

Personality: The Kuong people are hospitable and industrious, but noticeably more fatalistic than other folk of Malatra. They are obedient to authority and rarely question the hierarchy and caste system in which they live their lives. The Kuong people have their own pantheon of deities known as the Lords of Creation.

The Seng people of Laothan take a joyful approach to life, enjoying many festivals and celebrations throughout the year. They are far more independent and contentious than the Kuong, and they follow a religion derived from the Path of Enlightenment practiced in Shou Lung.

The natives of the Purang hill country are fierce fighters who jealously guard their land from incursions by others. They are generous and loyal around one another, but they are suspicious and inhospitable around strangers. Their contact with outsiders is limited, and travel through the Purang is extremely rare.

Physical Description: The people of the Kuong Kingdom and the Purang hill country are brown-skinned and round-eyed, and have wavy black hair. The Seng people of Laothan are closely related to the folk of neighboring T'u Lung, with epicanthic folds, brown eyes, and fine, straight black hair.

Class Skill: Survival.

Favored Class: Fighter.

Prestige Classes: Blade dancer, shadow scout, Shintao monk (in Laothan), Singh rager (particularly in Kuong), witch hunter (in Kuong), yakuza (called jinyan, part of the corrupt priesthood of Kuong).

The Island Kingdoms

A scattering of tiny islands in the warm seas west of Malatra, the Island Kingdoms are actually two small nations: Bawa and Bertan. Both have a long history of piracy, such that the nations of the mainland treat these petty kingdoms with scorn and derision. Today, the residents of the Island Kingdoms are more savvy merchants than pirates, but their reputation as robbers and scoundrels has changed little.

Personality: The people of Bawa and Bertran are a young race experiencing a time of unprecedented prosperity and commercial growth, which leads them to a sort of cocky arrogance the other peoples of Kara-Tur find unconscionable. Many among the people of the Island Kingdoms are convinced that the age of the great empires of Kara-Tur is coming to an end, and an age of mercantile imperialism, led by the Island Kingdoms, is on the horizon. Of all the peoples of Kara-Tur, the folk of Bawa and Bertran are the least conservative and tradition-bound. Although their society is divided into castes of nobles, property-owning families, laborers, and outcasts, the caste system is fairly flexible, allowing individuals and entire families to move up (or down) the social ladder depending on their achievements.

Bawa is also home to several tribes of native inhabitants called the Bawani, a relatively peaceful group of barbarians who dwell in the jungles of the islands.

Physical Description: The people of the Island Kingdoms are descended from the same stock as the Kuong and Purang peoples of Malatra, and share their physical appearance. They have dark skin, round eyes, and wavy black hair.

Class Skill: Bluff.

Favored Class: Rogue.

Prestige Classes: Blade dancer, Mantis mercenary, ninja spy, weapon master, yakuza.

Koryo

Koryo is a loose association of three kingdoms bound together under a strong king, the warlord Wanang Sun. Located in a rough, mountainous peninsula north of Kozakura, Koryo has remained independent of both Shou Lung and Kozakura, and its people bear a particular hatred for the latter nation.

Personality: The people of Koryo are shaped by the constant threat of invasion and war, and they are ever alert and somewhat xenophobic. At some level, they would rather falsely accuse a stranger of wrongdoing than malign another Koryoan. They have a reputation for fearlessness in battle and practice archery and the martial arts style of "Foot and Fist" (detailed in Chapter 6 of *Oriental Adventures*).

Physical Description: The people of Koryo strongly resemble those of the Chukei province of northern Shou Lung. They are of moderate height and build, with black hair and high cheekbones.

Class Skill: Knowledge (history).

Favored Class: Fighter.

Prestige Classes: Bear warrior, blade dancer, henshin mystic, ninja spy, shapeshifter, Shintao monk, tattooed monk, weapon master, witch hunter, yakuza.

Kozakura

Kozakura gives the appearance of a unified nation, but its empire serves a mostly ceremonial function, and military governors vie for power and the position of shogun. The political order is unstable at best, but the country is undergoing remarkable cultural growth.

Personality: The people of Kozakura place honor above all things, although honor can be expressed in many different ways. A person's honor is reflected in his actions on the battlefield, in the court of politics and diplomacy, and in his home. Cultivating the arts is honorable, whether a person chooses to focus on calligraphy or the art of the katana. Kozakurans (unlike the people of Shou Lung) are quick to seek retribution when their honor is maligned and equally quick to seek an honorable death to atone for dishonor.

Physical Description: The people of Kozakura have wide faces, black hair, and brown eyes. They are shorter and heavier than the Shou, and strongly resemble the people of Wa, to whom they are closely related.

Class Skill: Intimidate.

Favored Class: Samurai.

Prestige Classes: Akodo champion, Bayushi deceiver, Daidoji bodyguard, henshin mystic, Hida defender, iaijutsu master, Mirumoto niten master, ninja spy, shapeshifter, Shintao monk, tattooed monk, Void disciple, weapon master, witch hunter, yakuza.

Wa

After centuries of war, Wa settled into an era of peace that has outlasted that of any other nation of Kara-Tur. Peace brought a renewed interest in education and the arts, producing a flourishing culture and the promise of a secure future. But change has not come without a price. The same rigid social system that ensures domestic tranquility borders on tyranny and oppression for most. Distinct social classes are inflexibly enforced, travel is closely monitored, and even religion is regulated by the state. Prosperity is concentrated among

the ruling military, condemning a staggering number of commoners to lives of hardship and poverty.

Personality: Regardless of their social status, the citizens of Wa are united by their fierce national pride and a deep distrust of foreigners. Contact with the rest of the world is limited, and few details of Wa are known outside its borders—nor do the people of Wa know or care much of other lands.

The people of Wa share the Kozakurans' deep sense of honor.

Physical Description: The people of Wa have black hair, high cheekbones, and almond eyes. They are generally shorter and heavier than most people in other parts of Kara-Tur, but they closely resemble the people of Kozakura.

Class Skill: Diplomacy.

Favored Class: Samurai.

Prestige Classes: Akodo champion, Bayushi deceiver, Daidoji bodyguard, henshin mystic, Hida defender, iaijutsu master, Mirumoto niten master, ninja spy, shapeshifter, Shintao monk, tattooed monk, Void disciple, weapon master, witch hunter, yakuza.

ANCESTOR FEATS

The ancestor feats in this section replace the ancestor feats in *Oriental Adventures* for characters from KARA-TUR. Most of them are simply better than most of the ancestor feats in *Oriental Adventures*. The reason for this reflects a slight shift in philosophy also emphasized in the *FORGOTTEN REALMS Player's Guide to Faerûn:* Players should be rewarded for making an effort to ground their characters in the world of Kara-Tur. Taking an ancestor feat is usually a better option than taking a similar non-ancestor feat.

Human characters in Kara-Tur are never required to spend their bonus feat slot on an ancestor feat. Choosing an ancestor feat is never a requirement. Any character can choose an ancestor feat, but only at 1st level. No character can have more than one ancestor feat.

ADVENTUROUS EXPLORER [ANCESTOR]

You are descended from an adventurous explorer. You are quick to take action and react quickly to changing conditions in combat.

Nation: Shou Lung (Ch'ing Tung), Jungle Lands.

Benefit: When you ready an action in combat, you can choose to take that action at any time, not just when the condition you specify occurs. (In effect, this allows you to take a move action and then delay your remaining action.)

ALLY OF THE KI-RIN [ANCESTOR]

Your family claims a special connection (not actual descent) to the ki-rin that saved the city of Hai Sheng (now known as Kirin, in the Hungtse province) from the Ivory Plague. You are exceptionally resistant to disease as a result.

Nation: Shou Lung (Hungtse).

Benefit: You gain a +4 bonus on Fortitude saving throws to resist the effects of all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

AUDACIOUS ATTEMPT [ANCESTOR]

You are descended from a notorious pirate, and you share that ancestor's incredible audacity.

Nation: Shou Lung (Hai Yuan), Island Kingdoms.

Benefit: Once per encounter, when you are attempting a nearly impossible task (any task at which you need to roll a 20 on 1d20 to succeed), you may roll 1d6 and add it to your d20 roll. You can use this ability when you choose, to modify an attack roll, saving throw, skill or ability check, level check, or any other 1d20 roll that you make, as long as you can succeed on that particular check only by rolling a 20 on the die.

BACKSTABBING TRAITOR [ANCESTOR]

You are descended from an infamous traitor. You are adept at seizing the right moment to act.

Nation: Shou Lung (Tien Lun), T'u Lung.

Benefit: You get a +2 bonus on Initiative checks and a +2 bonus on Bluff and Intimidate checks.

FOREST AMBUSHER[ANCESTOR]

You are descended from a skilled ambusher and are adept at guerilla tactics in forested lands.

Nation: Shou Lung (Chu' Yuan), Jungle Lands.

Benefit: You gain a +3 bonus on Hide checks made in forests. When sniping, you take only a -15 penalty on your Hide check to conceal yourself after your shot.

Normal: The normal penalty on your Hide check when sniping is -20.

CULTURED COURTIER [ANCESTOR]

You are descended from a long line of noble, cultured, and sophisticated courtiers. You are skilled in the arts of diplomacy as well as the fine arts.

Nation: Shou Lung (Wang Kuo), Wa.

Benefit: You gain a +2 bonus on Diplomacy and Sense Motive checks, as well as a +2 bonus on a single Craft or Perform skill of your choice.

DISCIPLINE [ANCESTOR]

Your people are admired for their single-minded determination. You are difficult to distract by spell or blow.

Nation: Any.

Benefit: You gain a +2 bonus on Will saves and a +2 bonus on Concentration checks.

GIFTED GENERAL [ANCESTOR]

Your ancestor was a great daimyo. You have inherited a ready sense of when to act and a hardiness of health.

Nation: Kozakura.

Benefit: You gain a +2 bonus on Initiative checks and a +2 bonus on all Fortitude saves.

HARDY SOUL [ANCESTOR]

You descended from ancestors that lived in a rugged, mountainous land. You are particularly hard to kill.

Nation: Shou Lung (Yu'l), Koryo.

Benefit: When you take this feat you gain +3 hit points. Further, you are immune to death from massive damage. When you are dying, you have a 25% chance to stabilize each round.

Normal: The normal chance to stabilize each round is 10%.

HORSE NOMAD [ANCESTOR]

You have been raised in a culture that relies upon riding and shooting.

Nation: The Plain of Horses.

Benefit: You gain Martial Weapon Proficiency (light lance), Martial Weapon Proficiency (scimitar), and Martial Weapon Proficiency (composite shortbow), and a +3 bonus on all Ride checks.

LEGENDARY TRACKER [ANCESTOR]

You descended from a legendary tracker in a cold and mountainous land. You are acclimated to cold weather and high altitudes, and can track well through the snow.

Nation: Shou Lung (Arakin), Tabot.

Benefit: You gain a +4 bonus on Fortitude saves made to avoid nonlethal

damage from cold environments. In addition, you are acclimated to high altitudes and can move faster through areas of snow and heavy snow. You are not slowed by normal snow. It costs you only 3 squares of movement to enter a square covered with heavy snow.

If you have the Track feat, you gain a +4 bonus on Survival checks to find or follow tracks that have been covered by fresh snow. (This helps to offset the +10 increase to the check DC in this situation.)

Normal: It costs 2 squares of movement to enter a snow-covered square, and 4 squares of movement to enter a square covered with heavy snow.

Mercantile Background [Ancestor]

You come from a long line of money-changers and merchants. You can get a good deal on almost anything you buy or sell.

Nation: Shou Lung (Ti Erte), Island Kingdoms.

Benefit: When you sell items such as weapons or magic items, you get 75% of the list price instead of 50%. Once per month, you can buy any single item at 75% of the offered price.

You also receive an extra 300 gp to spend as you see fit during character creation.

Mind Over Body [Ancestor]

The ascetics and mystics of your homeland have learned to overcome the frailties of the body with the unyielding power of the mind.

Nation: Any.

Benefit: At 1st level, you may use your Intelligence or Charisma modifier (your choice) to determine bonus hit points. (For all ensuing levels, you revert to your Constitution modifier.) You gain +1 hit point every time you learn a metamagic feat. If you can cast arcane spells, you get a +1 insight bonus to Armor Class.

Mountain Hunter [Ancestor]

You are descended from a renowned hunter, and you are skilled at hunting large predators such as bears and tigers.

Nation: Shou Lung (Kao Shan), Tabot.

Benefit: You gain a +4 bonus on Escape Artist checks or grapple checks when you are trying to escape a grapple. You also gain a +1 bonus on attack rolls against creatures of the animal type.

Renowned Courtesan [Ancestor]

You are descended from a courtesan of legendary beauty, the subject of many tales and ballads. You are a talented manipulator of other people's emotions.

Nation: Shou Lung (Sheng Ti), Wa.

Benefit: You can use the Diplomacy skill to produce the following effects:

- Change an NPC's attitude toward a person other than yourself. The DC is the same as if you were changing the character's attitude toward you.
- Inspire love and devotion. If you successfully improve a character's attitude toward you (only) to helpful, you can choose to cause that character to show romantic interest in you. The character thereafter seeks every opportunity to be near you and makes every effort to win your affection, within the bounds of relatively normal behavior.
- Inspire hope or despair. With a successful DC 25 Diplomacy check, you can cause a single target to be filled with hope or despair as if affected by the *bless* or *bane* spell. In the case of despair, the target can negate the effect with a successful Will saving throw (DC 10 + 1/2 your Diplomacy ranks + your Charisma modifier). Your caster level is equal to your Hit Dice. This is a mind-affecting extraordinary effect

Saddleback [Ancestor]

You've spent endless hours learning how to handle a horse in a fight.

Nation: The Horse Plains.

Benefit: If you or your mount fail a Reflex save while mounted, you can attempt a Ride check to succeed on the saving throw. The save is successful if your Ride check result is equal to or greater than the effect's save DC (essentially, your Ride check result becomes your Reflex save if it's higher than the result you achieved with your Reflex save). You can attempt to do this once per round for either yourself or your mount. If both you and your mount fail a Reflex save against the same effect (for example, a *fireball* spell or a dragon's breath weapon that catches you and your mount in the area of effect), your Ride check result applies to both you and your mount's save.

Secret Society [Ancestor]

You are descended from a prominent member of a secret society plotting against the emperor of T'u Lung. You are very good at deception and trickery.

Nation: T'u Lung.

Benefit: You gain a +2 bonus on Bluff, Disguise, and Forgery checks.

Smooth Talk [Ancestor]

Your ancestors were diplomats through many wars, mediating between warring factions with great skill and powers of persuasion. You can talk your way out of any situation.

Nation: Shou Lung (Wa K'an), Kozakura.

Benefit: You take a -5 penalty if you attempt a Diplomacy check as a full-round action.

Normal: Diplomacy checks usually require at least 1 minute. You can attempt a rushed Diplomacy check as a full-round action, but you take a -10 penalty.

Stalwart Defender [Ancestor]

You are descended from a heroic defender of your country. You are trained to repel certain kinds of attacks.

Nation: Shou Lung (Ma' Yuan), Koryo.

Benefit: You gain a +4 bonus on Strength checks to resist being bull rushed or overrun. If you make an attack of opportunity against a creature trampling you, you do not take a -4 penalty. If you attempt a Reflex save to avoid a trample attack, you gain a +4 bonus on that saving throw.

If you are mounted, your mount gains all of these bonuses as well.

Survivor [Ancestor]

Your people thrive in places that others find almost uninhabitable, and they know many of the secrets of the wilderness. You might be descended from an inhabitant of Chu'ta Te (in Chukei province) who fled from the divine destruction of the Li dynasty by drought and flame, or simply a native of the harsh Northern Wastes.

Nation: Shou Lung (Chukei), Northern Wastes.

Benefit: You get a +2 bonus on Fortitude saves and a +2 bonus on Survival checks.

Martial Arts Styles

Shou Lung is home to many important schools of martial arts, and the Shou are known as the best martial artists in Kara-Tur. As the inventors of the science of unarmed combat, the Shou are its undisputed masters, and unarmed

fighting (as well as fighting with exotic weapons) pervades their society. The martial arts styles unique to Shou Lung, along with the feats associated with them, are shown on the Martial Arts Styles table. As in *Oriental Adventures*, the feats shown on the table are not necessarily exactly the same as the feats required to master the style.

IRON HAND MASTERY

You have mastered the style of the "Iron Hand," a hard form emphasizing a mystical hardening of the body.

Prerequisites: Improved Unarmed Strike, Power Attack, Fists of Iron, Improved Sunder, Eagle Claw Attack, Toughness, Endurance, Roundabout Kick.

Benefit: You gain damage reduction 2/—.

FIVE STARS MASTERY I

You have mastered the initial secrets of the "Five Stars" style, a hard/soft style emphasizing speed and leaping.

Prerequisites: Improved Unarmed Strike, Deflect Arrows, Dodge, Lightning Reflexes, Balance 9 ranks, Jump 9 ranks, Tumble 9 ranks.

Benefit: You gain a +10 bonus on Balance, Jump, and Tumble checks.

FIVE STARS MASTERY II

You have mastered the deeper mysteries of the "Five Stars" style and have honed your speed to superhuman levels.

Prerequisites: Five Stars Mastery I, Mobility, Spring Attack, Combat Expertise, Whirlwind Attack, Improved Feint.

Benefit: For a total number of rounds per day equal to your character level, you can act as if under the effect of a *haste* spell. The rounds need not be consecutive, and you can choose each round (as a free action) whether to use this ability or not.

NORTHERN FIST MASTERY

You have mastered the "Northern Fist" style—a soft style emphasizing attacks on opponents' vital areas.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Falling Star Strike, Freezing the Lifeblood, Unbalancing Strike, Pain Touch, Combat Expertise.

Benefit: As a full-round action, you can make a ranged attack at a single target with a range of 5 feet per five character levels you have (no range increment). If you hit, you deal normal unarmed damage. You can use one of the following feats in conjunction with this attack, exactly as if you were making a normal unarmed strike: Stunning Fist, Falling Star Strike, Freezing the Lifeblood, Unbalancing Strike, or Pain Touch. If you choose not to apply one of these feats to your attack, you deal double normal damage instead. Use of this ability is a supernatural effect.

SOUTHERN STAR MASTERY

You have mastered the secrets of the "Southern Star" style, a soft style emphasizing the manipulation of *ki* as if it were a physical force.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Unbalancing Strike, Combat Expertise, Improved Trip, Dodge, Defensive Strike, Concentration 9 ranks.

Benefit: You must declare that you are using this ability before you make your attack roll (thus, a failed attack roll ruins the attempt). If you damage your opponent with your unarmed attack, the foe must make a successful Will save (DC 10 + 1/2 your character level + your Wis modifier) or be hurled back 10 feet as if thrown by the violent thrust version of a *telekinesis* spell. If the creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Using this ability counts as a use of the Stunning Fist feat for the day. D

MARTIAL ARTS STYLES

Style	Feats	Other
Iron Hand School	Improved Unarmed Strike	Bluff skill (for feinting)
	Power Attack	
	Fists of Iron	
	Improved Sunder	
	Eagle Claw Attack	
	Roundabout Kick	
	Endurance	
	Improved Feint	
Five Stars School	Improved Unarmed Strike	Jump skill
	Power Attack	Tumble skill
	Combat Expertise	Bluff skill (for feinting)
	Deflect Arrows	
	Dodge	
	Mobility	
	Spring Attack	
	Whirlwind Attack	
	Improved Feint	
Northern Fist School	Improved Unarmed Strike	
	Stunning Fist	
	Falling Star Strike	
	Freezing the Lifeblood	
	Unbalancing Strike	
	Pain Touch	
	Combat Expertise	
	Improved Disarm	
	Improved Trip	
Southern Star School	Improved Unarmed Strike	Concentration skill
	Stunning Fist	
	Unbalancing Strike	
	Combat Expertise	
	Improved Trip	

RED STEEL

CINNABAR, RED STEEL, AND THE RED CURSE

by Frank Brunner · illustrated by Cara Mitten

The Savage Coast, home to the RED STEEL campaign setting, is a land where the blood of an immortal dragon swirls in the wind, where a metal more precious than gold shines crimson in the forges of dwarves, and where ancient curses imbue ordinary citizens with arcane power that twists their bodies. Adventuring is perilous in this land of swashbuckling heroes, but the rewards are rich. Even the highest-born noble can be driven to desperate acts of heroism or treachery to gain cinnabryl—the one substance that can stave off the ancient curse that permeates this land.

Geographically, the Savage Coast covers approximately 1,600 miles of coastline along the Western Sea in the world of MYSTARA. It lies several thousand miles west of Karameikos, Glantri, and other, more familiar lands. The Savage Coast runs east to west, from the Gulf of Hule to Yalu Bay, passing variously through mountains, temperate forests, and deserts.

The technological level of the Savage Coast equates roughly to that of the early Renaissance period. Primitive firearms using "smokepowder" are rare but not unknown. (For a weapon of this sort, use the statistics for pistols and muskets on page 145 of the *DUNGEON MASTER'S Guide,* but multiply the cost by 2.) In terms of magic, one quality sets the Savage Coast apart from all other lands—the Red Curse.

THE RED CURSE

The Red Curse originated from three separate events. The first of these occurred some 1,500 years ago, when the Nithians tapped vast eldritch power sources to stock the land with veins of an exotic mineral called cinnabryl. By mining and purifying this substance, they hoped to forge weapons of terrible puissance. They also used this infusion of raw power to grant spell-like abilities to even the basest creatures of the land—again, in the hopes that such alterations would provide them with some advantage in battle.

The second contributing event occurred when the immortal Ixion, irked by the faithless manscorpions in the area, cursed the entire Savage Coast, decreeing that whomever sought power there would be doomed.

Finally, the immortal dragon patron known as the Great One cast his blood over the region to punish the aranea of Herath, who had insulted his people. This

divine blood acted as a catalyst, fusing all three magical effects into the Red Curse plaguing the land today.

Acquiring the Red Curse

The red dust left from the dragon immortal's blood is known as vermeil, and its taint is ubiquitous. Windowpanes throughout the Savage Coast are tinted rose, and even the gold coins of the land have a pink cast. Natives exhibit a carmine skin tone from birth, and humanoids journeying along the Savage Coast know that they have begun to acquire the Red Curse when they see traces of scarlet at the ends of their fingernails or in the enamel of their teeth.

After one week in a land poisoned by vermeil, each non-native creature with an Intelligence of 3 or more must make a successful DC 15 Fortitude save or acquire the Red Curse. Success means the creature avoids the Red Curse that day but must make a new save each day thereafter that it spends in a tainted region. The save DC increases by +1 each day until the creature eventually succumbs or leaves the area. A creature that leaves and then returns must resume daily saving throws at the same DC as the day it left unless it has spent at least one week out of contact with vermeil. In the latter case, it resumes daily saving throws immediately upon its return, but the DC resets to 15 for the first save. Natives acquire the Red Curse at birth but do not manifest its effects until puberty. Likewise, prepubescent non-natives who spend time in a tainted area must also make the Fortitude save after one week, but they do not manifest symptoms until puberty.

Effects of the Red Curse

A creature that has acquired the Red Curse can protect itself from its full effects—acquiring the afflicted template—by wearing cinnabryl (see below) against its skin constantly. Even with this protection, however, it still undergoes two changes.

First, upon acquiring the Red Curse, the creature gains a legacy—a spell-like or supernatural ability determined by rolling 1d20 and consulting the Legacies table. At the DM's discretion, the player of a native character born with the Red Curse may choose a legacy at character creation instead of rolling randomly for one.

A creature that has the Red Curse also suffers a permanent drain of 2 points from the ability score associated with her legacy (see the Legacies table). The legacy is a manifestation of the spell-like abilities granted to creatures of the Savage Coast by the Nithians' ancient power well, but the ability drain is a direct manifestation of Ixion's wrath. Because of the divine aspects of the Red Curse, a mortal cannot restore ability points lost to a legacy.

The first full day that a creature with the Red Curse does not have cinnabryl against its skin, it must make a DC 15 Fortitude save or permanently acquire the afflicted template (see below). Success means the creature avoids the effect that day but must make a new save each day thereafter that it spends without the precious mineral while in a tainted region. The save DC increases by +2 each day until the creature eventually succumbs or leaves the area. A creature that leaves and then returns must resume daily saving throws at the same DC as the day it left unless it has spent at least one week out of contact with vermeil. In the latter case, it resumes daily saving throws immediately upon its return, but the DC resets to 15 for the first save. It may stop making these daily saving throws 24 hours after it begins wearing cinnabryl again.

LEGACIES

Legacies function as spell-like or supernatural abilities, according to the Legacies table. The caster level equals the user's Hit Dice (maximum 20th level) where applicable. The save DCs for these abilities, where applicable are Charisma-based.

THE AFFLICTED

The afflicted are pitiful wretches whose bodies are warped by the pervasive Red Curse. Because their limbs and internal organs are often grossly malformed, they walk with a shuffling, lame gait and frequently cough up red spittle. In some communities, such as Bellayne, Robrenn, and Eusdria, the afflicted are tolerated and treated as objects of char-

THE CREATION OF RED STEEL

by Stan!

"The campaign actually got its start in *Dragon* magazine," says Tim Beach, designer of the Red Steel boxed set. "The series was called 'The Princess Arc,' and it was Bruce Heard's way to spell out a little more detail on the Known World—what would eventually become Mystara."

That particular region of the setting had been briefly described in a module entitled *The Savage Coast*. "But Bruce thought it was a great place to develop societies that had their roots strongly in real-world history, even more strongly than in the Gazetteers." The articles were so popular that, in 1994, TSR decided to give the setting its own boxed set.

The big difference between the Known World material and Red Steel was that up to this point the world of Mystara was only used for basic D&D. Red Steel was supposed to bring the campaign to the AD&D audience. "At first I was just supposed to help Bruce," Beach recalls, "but things got really busy for him. So he handed me a pile of notes and source material. From that point on, it was pretty much my baby."

Red Steel was the first AD&D setting where firearms played a major role. Guns had been introduced in other settings, but were oddities and often unreliable. "It was also the first setting built to take full advantage of kits for character development," Beech says. "Anyone could be a Swashbuckler. It didn't matter if you were a fighter or a rogue or anything—as long as you met the prerequisites, you could use the kit. They worked very much the way prestige classes do in the current D&D rules."

The only real controversy in the process came over cinnabryl.

"In Red Steel, cinnabryl was originally a type of metal that was touched by the gods." Beech explains. "Anyone using it could gain incredible powers for a period of time." However, TSR management thought this seemed too analogous to taking drugs—something they did not want D&D to promote in any way. "We never intended that," Beech says.

"So we changed it so that anyone who lived on the Savage Coast came under a magical curse. Cinnabryl became a substance that had the power to halt the curse for a certain period of time. So now, instead of being like illegal drugs, it was like medicine."

LEGACIES

20 Roll	Legacy	Power	Ability Score Drained
1	*Tortle shell* (Sp)	*Barkskin* (2/day)	Dex
2	*Wind of the Great One* (Sp)	*Expeditious retreat* (3/day)	Wis
3	*Amber sharpness* (Sp)	*Keen edge* (red steel weapon only; 2/day)	Int
4	*Lambent eye* (Sp)	Gain blindsight to 60-ft. range for 1 round/level (1/day)	Con
5	*Ixion's fire* (Sp)	*Scorching ray* (2/day)	Str
6	*Cinnabryl vampire* (Sp)	Cure 1d8 points of damage + 1/level (max +5) by absorbing and destroying 1 ounce of cinnabryl in your possession with a touch (self only; 3/day)	Int
7	*Taint of Herath* (Sp)	*Web* (2/day)	Str
8	Vermeil affinity (Su)	Gain resistance to fire 5 and a +4 bonus on all saves against poison	Wis
9	*Scarlet morass* (Sp)	*Entangle* (3/day)	Cha
10	*Nithian mining* (Sp)	Gain burrow speed 10 ft. for 1 min./level (1/day)	Dex
11	Cinnabryl skin (Su)	Gain damage reduction 2/red steel	Cha
12	*Glittering vermeil* (Sp)	*Glitterdust* (2/day)	Wis
13	*Dust to dust* (Sp)	Assume a scarlet *gaseous form*, as the spell except 1 round/level (1/day)	Con
14	*Vitality of the Great One* (Sp)	Gain fast healing 1 for 5 rounds + 1 round/level (1/day)	Dex
15	*Amber paralysis* (Sp)	*Hold person* (1/day)	Int
16	*Afflicted eye* (Sp)	*Ray of enfeeblement* (3/day)	Cha
17	*Apostasy of the manscorpions* (Sp)	*Poison* (1/day)	Str
18	*Spite of Herath* (Sp)	*Spider climb* (2/day)	Cha
19	*Nithian whispers* (Sp)	Employ the Use Magic Device skill (even if you possess no ranks) with +10 bonus (or +15 bonus if device is made of red steel or cinnabryl (3/day)20 *Pyric brand* (Sp) *Heat metal* (2/day); double damage each round if affected metal is cinnabryl or red steel	Wis Dex

ity. In other areas, such as Torreôn, they form their own pariah villages. In still other settlements, such as Herath, they are shunned or hunted.

Sample Afflicted

This example afflicted uses a 5th-level human fighter as the base creature.

Although clearly a human armed for battle, the creature walks with a pronounced limp because of a twisted left leg, and his face, which is visible through the visor of its helmet, is a vile shade of reddish purple, marked with crusty red scabs.

Afflicted 5th-Level Human Fighter

Medium Humanoid
Hit Dice: 5d10+10 (37 hp)
Initiative: +0
Speed: 15 ft. in full plate (3 squares), base speed 20 ft.
Armor Class: 19 (+0 Dex, +1 natural, +8 masterwork full plate), touch 10, flat-footed 19
Base Attack/Grapple: +5/+8
Attack: Masterwork bastard sword +10 melee (1d10+6/19-20) or masterwork shortbow +6 ranged (1d6/x3)
Full Attack: Masterwork bastard sword +10 melee (1d10+6/19-20) or masterwork shortbow +6 ranged (1d6/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Web* 2/day
Special Qualities: Damage reduction 2/red steel, legacies, Red Curse immunity
Saves: Fort +6, Ref +1, Will +2
Abilities: Str 16, Dex 11, Con 14, Int 8, Wis 12, Cha 4
Skills: Climb +6, Jump +6, Ride +8
Feats: Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)
Environment: Savage Coast
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Lawful neutral
Advancement: By character class
Level Adjustment: –

This afflicted gained the cinnabryl skin legacy upon acquiring the Red Curse and the taint of Herath legacy upon gaining the afflicted template. His original ability scores were Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Creating an Afflicted

"Afflicted" is an acquired template that can be added to any living, corporeal creature with an Intelligence of 3 or more that already has the Red Curse and has been unprotected by cinnabryl for at least 24 hours.

An afflicted uses all the base creature's statistics and special abilities except as noted here.

Speed: Because of a clubfoot, a hunchback, a stunted wing, or some other physical deformity, the afflicted's highest base speed (whether land, fly, swim, climb, or burrow) is reduced by 10 feet.

Armor Class: Encrusted vermeil deposits on the afflicted's skin or hide improve its existing natural armor bonus by +1.

Special Qualities: An afflicted has all the special qualities of the base creature as well as those described below.

Legacy (Su): An afflicted has all the legacies of the base creature, plus one

additional legacy randomly generated from the Legacy Table. It does not suffer the associated ability drain for gaining this additional legacy.

Red Curse Immunity (Ex): An afflicted is immune to any further effects of the Red Curse.

Abilities: Decrease from the base creature as follows: Dex -2, Int -2, Cha -2. If the afflicted has the Inheritor feat, these reductions double. Regardless of the size of the reductions, these decreases do not reduce any ability score below 1.

Feats: Same as the base creature, except that the afflicted can no longer use any feats for which it no longer qualifies.

THE INHERITORS

Some individuals embrace the legacies while seeking to minimize the ravages of the Red Curse. Such beings are called the Inheritors. Some Inheritors seek to monopolize the trade in cinnabryl, some find meaning in ministering to the afflicted, and still others use their crimson dweomers to gain high positions at court. To become an inheritor, a character must take the Inheritor feat. He may do so at any time that he is eligible to select a new general feat.

Inheritor [General]

You purposely expose yourself to concentrated vermeil dust, seeking to exploit its power.

Prerequisites: Must have contracted the Red Curse, must wear and consume a vial of crimson essence (see the Crimson Essence sidebar).

Benefit: You gain one legacy of your choice from the Legacy Table.

To take this feat, you must wear a vial of crimson essence (see sidebar) next to your skin for one week to attune it to your own manifestations of the Red Curse. Thereafter, if you drink it at a time when you are eligible to take a new general feat, you automatically gain the Inheritor feat. At that point, you must succeed on a DC 18 Fortitude save. Success indicates that you permanently gain the legacy you desire and take only 1 point of ability drain from the ability score associated with the legacy you have chosen (see the Legacy Table). Failure means you take 2 points of ability drain to the indicated ability as normal. In either case, this ability drain cannot be prevented or restored, as described under Effects of the Red Curse. If you ever become an afflicted after gaining the Inheritor feat, you are subject to double the standard ability score losses associated with the template (Dex -4, Int -4, Cha -4 instead of Dex -2, Int -2, Cha -2).

Special: You can gain the Inheritor feat multiple times. Each time you take the feat, you must choose a different legacy. Except for that restriction, its effects stack.

SPECIAL MATERIALS OF THE SAVAGE COAST

The Savage Coast is known for three substances: cinnabryl, red steel, and vermeil. The first two of these are actually two different forms of the same substance.

Cinnabryl

This lambent red metal flickers with blood-red light equivalent to that of a candle. It is slick to the touch and slightly less dense than gold, although considerably rarer. Although it is both malleable and ductile, cinnabryl does not hold an edge well, so it is rarely used for weapons.

Those who are fortunate, skilled, or wealthy enough to acquire cinnabryl wear it in medallions or bracelets to protect themselves against the full effects of the Red Curse. When used in this manner, cinnabryl depletes at the rate of 1 ounce per week. Thus, an adventurer who purchases an 8-ounce amulet of cinnabryl loses its protection after 8 weeks. At that point, he must acquire a fresh cinnabryl talisman or risk becoming an afflicted. Completely depleted cinnabryl is known as red steel.

Cinnabryl has 20 hit points per inch of thickness and hardness 8. The cost of cinnabryl fluctuates wildly based upon availability, but when it is in reasonable supply, it averages 25 gp per ounce.

Red Steel

Several wars have been fought over red steel, and many lands beyond the Savage Coast actively seek agents willing to export this precious metal. Red steel is the substance remaining after the protective qualities of cinnabryl have been depleted. This hard, dull-red metal does not glow the way cinnabryl does, but when struck, it flickers vivid crimson, as if red lightning were flashing deep within it.

Red steel holds an edge and a shape much better than cinnabryl does—so well, in fact, that red steel weapons and armor are always masterwork items. Red steel's greatest value, however, is its ability to take enchantment. An artificer who crafts a magic weapon or armor from red steel pays only 75% of the normal XP cost. This benefit does not stack with other effects, such as the Magical Artisan feat (see the

CRIMSON ESSENCE

This draught is a mixture of vermeil, crushed cinnabryl, and red wine that can grant an additional legacy to those taking the Inheritor feat. The potent liquid is slightly less viscous than honey, and it tastes and smells of rose attar.

Preparing a dose of crimson essence requires a successful DC 25 Craft (alchemy) check and uses up 90 gp worth of material components. It must then be attuned to the user for one week, as noted in the Inheritor feat description. If a dose of crimson essence is quaffed before this period expires, it has no effect.

If a character is not eligible for the Inheritor feat when he drinks a properly prepared and attuned crimson essence potion, he temporarily gains a random legacy from the Legacy Table and takes 2 points of ability damage to the associated ability. This damage cannot be healed by magic or rest. He may use this temporary legacy up to three times during the following 24 hours, subject to the normal use limitations of the legacy. So if a character gains access to a legacy usable 3/day, he can use the ability a total of nine times in 24 hours. At the end of this period, the legacy vanishes and the character must attempt a DC 18 Fortitude save. On a success, the ability damage also vanishes; on a failure, it becomes permanent ability drain. A character who gains access to a temporary legacy that he already has gains an additional three uses of that legacy over the next 24 hours.

Drinking a second crimson essence potion has no further effect on a character who already has a temporary legacy.

Price: 750 gp per dose.

Forgotten Realms Campaign Setting).

Red Steel has 30 hit points per inch of thickness and hardness 15. More expensive even than mithral, its pricing depends on the item made from it, as indicated on the table below.

Type of Red Steel Item Modifier	Item Cost
Light armor	+2,000 gp
Medium armor	+4,000 gp
Heavy armor	+10,000 gp
Shield	+1,500 gp
Weapon	+3,000 gp
Other items	+600 gp/lb.

Vermeil

This red powder contaminates everything in the Savage Coast—items, creatures, and resources. Sometimes the dust is visible, giving light-colored objects a pink hue. Oftentimes, however, it is not visible. As described under Acquiring the Red Curse, vermeil is responsible for the Red Curse.

Vermeil is a particular bane to mages because it obscures magical auras. Anyone who casts a *detect magic* spell in a vermeil-tainted region such as the Savage Coast must attempt a DC 10 caster level check when she begins casting. Success indicates that the spell functions normally; failure means the spell is wasted and no information is gained.

RED STEEL RACES

The *Red Steel Campaign Setting* introduced several new player character races. Most of these, including the rakastas, lupins, and tortles, are animal-human hybrid creatures. Rakastas are cat people, lupins are wolf people akin to werewolves, and tortles are turtle people. Statistics for a 1st-level tortle warrior are presented below.

Tortle, 1st-Level Warrior

Medium Humanoid
Hit Dice: 1d8+1 (5 hp)
Initiative: -1
Speed: 20 ft. (4 squares), swim 10 ft.
Armor Class: 16 (-1 Dex, +3 natural, +3 studded leather, +1 light shield), touch 9, flat-footed 16
Base Attack/Grapple: +1/+1
Attack: Trident +1 melee (1d8) or trident +0 ranged (1d8)
Full Attack: Trident +1 melee (1d8) or trident +0 ranged (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +5, Ref -1, Will +1
Abilities: Str 11, Dex 8, Con 13, Int 10, Wis 12, Cha 9
Skills: Handle Animal +3, Jump +2, Swim +8
Feats: Endurance[B], Great Fortitude
Environment: Temperate marshes
Organization: Solitary, bale (4-9), warbale (10-24), or tribe (30-300 plus 50% noncombatants plus one 3rd-level adept per 20 adults, one or two subchiefs of 4th-5th level, one leader of 6th-8th level, and one or two adult tojanidas or two or three sea cats)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +0

This bipedal tortoise stands as tall as a human and appears quite ponderous. Its shell is black and shiny, while its plastron is pale yellow flushed with aquamarine. The rest of its body is of green hue. It has a mottled, 2-foot-long tail.

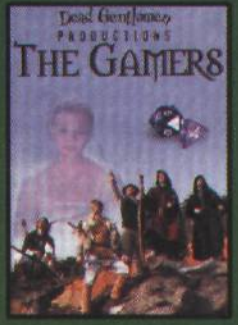
YOU'VE ROLLED IT. YOU'VE PLAYED IT. NOW WATCH IT.

FROM THE GAMING TABLE TO YOUR MOVIE SHELF, THE GAMERS BRINGS TO LIFE THE STRUGGLE OF FIVE COLLEGE STUDENTS AS THEY BATTLE OVERWHELMING ODDS, INEFFABLE EVIL, AND ANNOYING INTERRUPTIONS.

WITH DICE.

"THE REAL D&D MOVIE."
Monte Cook, *Malhavoc Press*

"THE GAMERS IS A LAUGH-RIOT FOR ANYONE WHO'S EVER ROLLED A D20."
Aaron Williams, *Nodwick Magazine*



THE GAMERS

Dead Gentlemen PRODUCTIONS

STORE.DEADGENTLEMEN.COM
AVAILABLE NOW ON DVD AND VHS

Copyright (c) 2002 Dead Gentlemen Productions. All rights reserved.

Tortles are humanoid tortoises. Most are peaceful beings, content to ignore the world outside their tribes. Others adapt to the more advanced cultures of the Savage Coast and live as peasants.

Each tortle stands approximately 6 feet tall and appears humanlike except for a shell and tail like those of a tortoise. The natural shell color of a tortle ranges from shiny black to a deep, lustrous purple, and tortle chieftains often encrust their shells with sparkling gems or channel them with gold intaglios. The creature's mouth is beaklike and toothless, and its head, feet, legs, and tail are green, yellow, or black—sometimes one solid color and sometimes pied. Most tortles forego clothing, although warriors often don breastplates and greaves.

Tortles speak Tortle and Common. They cannot breathe water, but the Endurance feat aids them in swimming long distances.

Combat

Tortles tend to avoid combat whenever possible. When danger threatens, a tortle's first instinct is to plunge into any nearby water and hold its breath until the threat has passed. When forced to fight, tortles form regimented warbales and approach their enemy in groups. Young tortles often form noncombatant bales that carry spare tridents for the warbales.

The tortle presented here had the following statistics before racial adjustments: Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 11.

Skills: A tortle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Tortle Society

Most tortle tribes along the Savage Coast possess little technology and subsist primarily as hunter-gatherers. They maintain loose contact with other nearby tribes, joining them for hunts, hut building, and other communal activities.

A typical tortle village consists of a cluster of mud and thatch huts just off a beach. Sentry huts, each equipped with a gong or conch shell horn for sounding alarms, form a perimeter 200-300 yards from the central cluster. Notable tortle villages along the Savage Coast are Tlech', R'nach, and Prash. The most unusual tortle settlement is the Free City of Dunwick, which was built around a fallen monastery. Most of Dunwick's citizens are peasant tortles, but representatives from many intelligent races, including goblinoids, dwell there as well. Many of the tortles there embrace the ancient Order of Dunwick and become monks.

Since tortles are adept at working underwater cinnabryl deposits, tribes are often self-sufficient, acquiring their own cinnabryl as well as food, water, and shelter.

Tortles are spiritual creatures. They worship Mother Ocean, the protector; Father Earth, the life-bringer; Brother Shell, the warrior; and Sister Grain, the patron of farmers and fertility. The typical tortle hut contains a seashell shrine dedicated to at least one of these deities.

Tortle Characters

Tortles tend to be clerics or fighters. A tortle cleric worships one of the four deities described above. The domains to which these deities can grant access are given on the following table.

TORTLE PANTHEON

Deity	Domains
Mother Ocean	Good, Healing, Protection, Water
Father Earth	Animal, Earth, Good, Strength
Brother Shell	Destruction, Fire, War
Sister Grain	Air, Plant, Sun

Most tortle spellcasters, however, are adepts who favor spells that heal or aid the growth of crops.

Tortle characters possess the following racial traits.

– -2 Dex, +2 Con, +2 Wis, -2 Cha.

–A tortle's base land speed is 20 feet, and it has a swim speed of 10 feet.

–Low-light vision (can see twice as far as a human under low-light conditions).

– +3 natural armor bonus.

– +8 racial bonus on Swim checks.

–Endurance as a racial bonus feat.

–Automatic Languages: Common and Tortle. Bonus Languages: Aquan, Elven, and Sylvan.

–Favored Class: Cleric.

–Level Adjustment: +0. D

FOR YOUR CAMPAIGN

Even if your campaign is not set in the Savage Coast area, introducing elements of the *Red Steel Campaign Setting* can spur great adventures. Perhaps the king's dweomersmith has recovered the waterlogged diary of a Savage Coast enchanter and wants a group of adventurers to secure some of the precious metal described in it. Fulfilling such an assignment would require the PCs to sail to the Savage Coast, negotiate a sale of red steel (or seize a shipment of it by force), and return, all while avoiding the Red Curse and dodging the Inheritors, who seek to stop all exports of red steel. A PC might desire several pounds of red steel for a glaive she is crafting (perhaps because she has discovered that her archenemy is vulnerable to red steel), so she decides to undertake a perilous mission of acquisition.

Alternatively, you could bring the Red Curse to the characters. One of the PCs' enemies might purchase a cask of concentrated vermeil and sift it into the well in the characters' hometown. When the first townsfolk gain the afflicted template, the PCs must race to supply the commoners with cinnabryl, hunt down the villain, and cleanse the water supply. Or worse still, a neighboring duchy might have been conducting experiments with vermeil, and now the prevailing winds are mercilessly blowing the substance into the characters' homeland. In such a scenario, the PCs must halt their neighbor's experiments before the Red Curse besets the land.

The Savage Coast also makes a great hiding place for fugitives who believe that no bounty hunter would be fool enough to continue the chase into such a cursed land. PCs who are honor-bound to find such a fugitive, however, would have to track down the outlaw while dodging Inheritors and scrabbling together enough cinnabryl to stave off affliction.

If your campaign is set in the Savage Coast, you could focus the entire campaign on removing the Red Curse from the region. Similarly, a character might become an afflicted and seek to heal himself. The means for achieving such miracles are left to the individual DM (if they are possible at all).

BIRTHRIGHT

BLOODLINES FOR D&D 3.5

by Ed Stark

The gods of Aebrynnis brought about their end, and the end of an age, on the slopes of Mount Deismaar. Anduiras, Reynir, Brenna, Vorynn, Masela, and Basaïa battled against their evil brother Azrai for control of the world. Mount Deismaar exploded and the gods themselves were destroyed. The power of the old gods entered those who fought on either side and new gods came into being. Some became horrible abominations, corrupted and changed by the blood of Azrai, while others became heroes, imbued with the power of the old deities. These heroes became champions and rulers of Cerilia, the northern continent. They became heir to the bloodlines of power.

The BIRTHRIGHT campaign experience revolves around these heroes. They are known as scions, or blooded characters, and they have special powers beyond those of other mortals. Each has a bloodline, represented numerically, that can increase or decrease over time. In general, all PCs (and many important NPCs and monsters) in the BIRTHRIGHT campaign setting have bloodlines and blood powers.

If you introduce this system into your D&D campaign, you need to take that increased power into account when balancing encounters for your characters. To best interact with the D&D game system, bloodlines and blood abilities can be translated into special kinds of feats. These are not normal feats, but supernatural abilities that increase over time and with experience. All bloodline ability feats have the [Blood] designator. They are not balanced with other feats in the game, but only with each other. Expect most bloodline abilities to be more powerful than standard feats in the D&D game.

GAINING A BLOODLINE

There are three main ways to gain a bloodline (and blood abilities). The first occurs during character generation. By choosing the Bloodline feat (see below), the character gains a bloodline and a score to go along with it. In the original BIRTHRIGHT campaign setting, bloodlines were rolled randomly. In an effort to achieve some balance, this system awards bloodlines and blood abilities through feat expenditures.

The second way to gain a bloodline is to be invested with one. A cleric or druid can invest a willing character with a bloodline by transferring it from another willing character. When this happens, the bloodline passes from one character to another. Usually, this is done when a character retires or is dying and wants to pass on his power to an heir. Sometimes it occurs in more sinister circumstances.

The third way of gaining, or increasing, a bloodline is to kill a character or monster that has a bloodline. This isn't as easy as it sounds. In order to steal another creature's bloodline, a character must make a killing strike to the victim's heart. This can only be performed as a coup de grace action. See Increasing or Stealing Bloodlines below for what occurs when such an event takes place.

THE BLOODLINE SCORE

If you have the Bloodline feat, you begin with a set bloodline score. You may increase this over time as you gain experience or by selecting the Strengthen Bloodline feat later on. The bloodline score dictates how you may use your blood abilities. See the Bloodline Score table.

BLOODLINE SCORE

D100	Bloodline Strength	Starting Score	Active Range
01-25	Tainted	1	1-10
26-65	Minor	11	11-30
66-95	Major	31	31-50
96-100	Great	51	51+

The percentile roll on the Bloodline Score table can be used if you want a more random determination of your bloodline score (or for NPC generation), but it is recommended that when a character gains a particular bloodline strength, he begin with a set Starting Score. This keeps the range of blood abilities predictable and easier to balance with each other.

Tainted bloodlines have faded over generations or have been recently acquired by formerly non-blooded individuals.

Minor bloodlines can be possessed either by characters whose ancestors were not very close to the gods' destruction at Mount Deismaar, or they can be possessed by those whose immediate forebears did not keep up heroic activities and could not work to maintain their lineage. A few characters with minor bloodlines are actually on their way

up the ladder, and these scions are still to be reckoned with.

Major bloodlines indicate active blooded characters whose ancestors were probably instrumental in the last battle, or they are possessed by characters whose immediate family has been very active and heroic.

Great bloodlines only belong to those whose ancestors stood side-by-side with those who became the new gods of Aebrynnis; the right-hand men and women of the gods. To achieve a great bloodline through heroism and adventure (or villainy and treachery) would be an amazing achievement.

INCREASING OR STEALING BLOODLINES

Characters increase bloodlines either by adventuring, by investiture, or by killing other scions or monsters with bloodline scores. Characters can also purchase the Strengthen Bloodline feat described below.

To increase a bloodline by adventuring, a creature must do something particularly heroic (an evil creature might do something that is particularly villainous). This is in addition to normal adventuring. Defeating a dragon is heroic, but defeating a dragon to save a town from destruction is something that might be heroic enough to earn a bloodline point. Every time the DM feels a scion has been particularly heroic, he may give the scion one additional bloodline point (in addition to normal experience). Defeating a more powerful blooded character or monster (blooded monsters are known as "abominations") is always worth a bloodline point.

Any creature with Intelligence, Wisdom, and Charisma scores of 3 or more can be invested with a bloodline. This is a magical process that transfers bloodline points and a bloodline ability. The process requires 1 hour of uninterrupted time, and the cleric or druid involved must have at least 5 ranks of Knowledge (religion). The creature gains power based on the relationship between its bloodline score and that of the donor. Both creatures must be willing for the transfer to occur (although any amount of "persuasion" can be applied). The receiving creature gains 5 bloodline points. If the recipient did not have a bloodline, it gains the Bloodline feat as a bonus feat if it did not already have it. If the recipient has a bloodline already, it may then choose to change bloodline derivation to the donor's (possibly losing blood abilities he no longer meets the prerequisites for; see below) and gain one blood ability of the donor as a bonus feat. The donor loses the Bloodline feat and all bloodline abilities.

To steal a bloodline, a creature with a bloodline and Intelligence, Wisdom, and Charisma scores of 3 or more must kill a blooded creature in a certain way: It must stab the creature through the heart with a piercing or slashing weapon. This can only be done as a coup de grace action. If the coup de grace attempt succeeds in killing the creature, the bloodline is transferred in one of three ways. If the killer's bloodline is less powerful than the victim's (that is, the killer has a lower bloodline score), he gains 1d6 bloodline points. If the killer's bloodline is equal to or more powerful than the victim's, the killer gains 1 bloodline point. Regardless of which is the case, the killer gains one bloodline feat that the victim possessed so long as the killer meets the prerequisites. If a victim killed in this fashion is raised or resurrected, he loses his bloodline and all the feats associated with it.

BLOODLINE FEATS

At character creation, your character may select the Bloodline feat. The DM might choose to allow experienced characters to choose the Bloodline feat, but it is recommended that the DM make the feat available to all characters in the group at the same time. If the DM wants to run a particularly heroic game, he could give every character the Bloodline feat for free. That's the way the BIRTHRIGHT campaign setting worked; every character could be (and usually was) a regent and a blooded hero.

Once you choose the Bloodline feat, you must choose a particular bloodline derivation. This derivation not only dictates what sorts of blood abilities you have access to but also what deity you got the bloodline from. You become a scion of that god. Each god had its own personality, and one was immeasurably evil. Scions might wish to base their choices on which deity most closely matches their own personalities. Regardless, simply choosing a particular bloodline does not have to dictate the way a character acts. While a scion of Azrai (the evil god) might be looked on

THE CREATION OF BIRTHRIGHT

by Stan!

Birthright got its start in late 1993 when all the designers at TSR were asked to write one-page pitches for a new D&D campaign setting. The results were turned over to Richard Baker and Collin McComb to use in executing the design.

"There was one theme that ran strongly through a bunch of them," recalls Baker. "They were all worlds where the player characters get to be the king. So that's the concept we took as our mission statement."

The project turned out to be a real team effort. "The setting was loosely based on an unpublished novel that Rich wrote, called Kingslayer," says editor Anne Brown. "And Jeff Grubb added the notion that the gods had come to the world to fight a war and been killed in the process, but that their power still flowed in the blood of the nobility."

This concept of bloodlines became the central hook for the setting. The team spent a great deal of time playtesting the regency rules and domain spells—an expansion to the D&D magic system that allowed spellcasters to draw power from and affect any lands under their control.

"I had a big cork board hanging outside my office with pins to indicate troops and holdings," Baker says. "We played it more or less like a play-by-mail game. Each of the designers became the ruler of one country. During the day, they came by to look at the map and then went off to talk to one another, forge alliances, and plan their next moves." Of course, things did not always go as predicted.

"Roger Moore was playing the Wizard King of Alamie," Baker says. "He went wild using realm spells to conjure up an army of zombies and skeletons, then launched an attack on Monte Cook's kingdom. It took a coalition of four kingdoms to put him down, but they did it pretty convincingly. It was kind of weird, but it did show us that the rules worked."

with suspicion, he is no more or less predisposed to evil than a half-orc.

When you choose the Bloodline feat, you gain one bloodline ability feat (indicated by the [Blood] designator) as a bonus feat. It must be one allowed by your derivation (the derivations are listed as prerequisites).

Unless otherwise noted in the blood ability description, the following things are true about all blood abilities:

- You may use them at will as a standard action.
- They are supernatural abilities.
- The caster level of any blood ability is equal to your Hit Dice for all purposes (duration, caster level checks, level-based effects, and so on).
- You may use any benefits your bloodline score qualifies you for. Thus, a character with a Major bloodline may use any Major or Minor benefit of a blood ability but not the Great benefits.

Bloodline [General]

You gain a bloodline, bloodline strength score, derivation, and a blood ability.

Benefit: You gain a bloodline. If you chose this feat as one of your normal feat allotment, you gain a bloodline score of 11 and a bloodline ability feat (indicated by the [Blood] designator) as a bonus feat. Choose one bloodline derivation from the following list.

Anduiras: Male deity of nobility and war, former leader of the Cerilian pantheon.

Reynir: Male deity of woods, streams, and the hunt.

Brenna: Female deity of commerce and fortune.

Vorynn: Male deity of moon and magic.

Masela: Female deity of the seas.

Basaïa: Female deity of the sun.

Azrai: Male deity of evil and the shadow.

Special: If you gained this feat through investiture, your bloodline score is 5. You gain the donor's bloodline derivation and a bloodline ability of the donor.

Alter Appearance [Blood]

You may change your physical appearance.

Prerequisite: Bloodline (Azrai, Brenna, or Vorynn).

Benefit (Minor): You can change your features using the *disguise self* spell.

Benefit (Major): You can use *alter self* to change your form.

Benefit (Great): Once per day as a full-round action, you can use *polymorph* on yourself only.

Animal Affinity [Blood]

Each of the old gods was associated with a totem animal. Depending on your bloodline, you can affect particular animals with this bloodline ability. The totems are as follows: Anduiras (lion), Azrai (snake), Basaïa (eagle), Brenna (cat), Masela (dolphin), Reynir (wolf), and Vorynn (owl). This affinity extends to related animals. Thus, Anduiras affinity for lions extends to all large, predatory cats, while Masela's affinity is for water mammals like dolphins, whales, and seals.

Prerequisite: Bloodline (any).

Benefit (Minor): You have an empathic link with the animals of your kind up to a range of 60 feet. This empathic link is exactly like that of a sorcerer to his familiar, without any of the other special abilities. Animals of this kind will never attack you unless they are compelled or you attack first.

Benefit (Major): You can speak to animals of your kind as the *speak with animals* spell. They will aid you in reasonable requests and try to be helpful

Benefit (Great): You can detect the nearest totem animal of your kind within a 1-mile radius. As a full-round action, you can see through its eyes and use its other senses as if you were there, and you can communicate with it, and it can talk to you. You may have one animal of your kind as an animal companion as if you were a druid of a level equal to your Hit Dice.

Battlewise [Blood]

You are a military genius.

Prerequisite: Bloodline (Anduiras or Azrai)

Benefit (Major): As a full-round action, you may inspire any allies who can see or hear you and are within 60 feet. They gain a +2 bonus to all attack and damage rolls while within range and a +4 morale bonus to Will saves. This effect lasts as long as you wish, but each round after the first requires you to take a move action to continue the effect.

Benefit (Great): You can now employ the Major benefit of this ability in rounds after the first as a free action each round, but you must succeed at a DC 10 Concentration check every round where you do not spend a move action to maintain it. You must still spend a full-round action to activate this ability.

Character Reading [Blood]

You are unnaturally perceptive of others.

Prerequisite: Bloodline (Basaïa, Brenna, or Vorynn)

Benefit (Minor): You gain a +4 competence bonus to Sense Motive checks. Benefiting from this ability does not require an action.

Benefit (Major): You may cast *detect thoughts* three times per day.

Benefit (Great): You may cast *discern lies* three times per day.

Direction Sense [Blood]

You are never lost.

Prerequisite: Bloodline (Masela or Reynir)

Benefit (Minor): You always know which direction north lies. Benefiting from this ability does not require an action.

Benefit (Major): You gain a +6 bonus on all Survival checks. Benefiting from this ability does not require an action.

Fear [Blood]

Others fear you and may bend to your will.

Prerequisite: Bloodline (Azrai)

Benefit (Minor): You gain a +4 bonus on Intimidate checks. Benefiting from this ability does not require an action.

Benefit (Major): Once per day, you may cast *fear*.

Benefit (Great): You exude a frightful presence, exactly as if you were a mature dragon with Hit Dice equal to your own (see the *Monster Manual*, page 69, for details). You can suspend use of this ability as a free action for any amount of time.

Strengthen Bloodline [Blood]

Your bloodline strength increases.

Prerequisite: Bloodline (any).

Benefit: Add +10 to your bloodline strength score. If this increases your bloodline strength, you have access to more blood ability benefits.

Normal: You can only increase your bloodline score through adventuring, killing other scions, or through investiture.

AL-QADIM

THE RETURN OF THE SHA'IR

by Dean Poisso · illustrated by Kennon James

Al-Qadim, the legendary Land of Fate, rises like an ancient flower from the southern oceans of Toril. Although few travelers from Faerûn ever reach this fabled land, tales abound of its exotic inhabitants. The strange, new wares offered by the Durparian traders who speak of this place serve to confirm at least some of their wild claims, but others are too fantastic to be believed. The traders speak of genies that walk the streets, of princes who fly upon carpets, and of desert winds singing promises of earthly delights. Even the most skeptical adventurer realizes that a nation of vast power lies somewhere across the seas, and that its civilization was old before recorded history began. This quixotic land, where fate determines the fortunes of the most tyrannical desert princes and the humblest of beggars, calls out to those who would learn its secrets.

The new character class presented is adapted from the Al-Qadim campaign. It works just like the eleven core classes in the *Player's Handbook*. It has a complete, twenty-level advancement table and features a full range of special abilities. More importantly, it represents an entirely different mechanic for spellcasting—one not seen before the Al-Qadim setting or since.

SHA'IR

The enigmatic sha'irs are the sages of Al-Qadim—the primary arbiters between the immensely powerful geniekind and the people of the Land of Fate. Feared for their mysterious ways, the sha'irs are also revered by the people. Some of Al-Qadim's most powerful caliphs employ these respected spellcasters as advisors.

Steeped in ancient lore, the sha'irs enjoy a cultural acceptance of their sorcerous power that is found nowhere else in the world. The chief reason for this appreciation of sha'irs is that their exquisite finesse allows them to parley with the ancient, powerful forces of the desert. In fact, genies that are forced to deal with mortals often refuse to interact with anyone other than a sha'ir.

Game Rule Information

Sha'irs have the following game statistics.

Abilities: Charisma determines how powerful a spell a sha'ir can cast, how many spells she can cast per day, and how hard those spells are to resist (see Spells, below). Like a wizard, a sha'ir benefits from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d4.

Class Skills

The sha'ir's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

THE CREATION OF AL-QADIM

by Stan!

Al-Qadim was developed at the same time as the Dark Sun campaign setting, during late 1990 and early 1991. The principle designers were Jeff Grubb and Andrea Hayday.

"TSR management was very excited about Dark Sun," says Grubb. "They were certain that it was going to be 'the next Forgotten Realms.' At first we were a little jealous. After all, we thought Al-Qadim was going to be every bit as cool as Dark Sun, so why should it get all the attention. Then we realized that we'd have a much easier time making the world unique and innovative if we didn't have management looking over our shoulders the whole time." So they started referring to the project as a "cultural book" and saying it would be "the next *Oriental Adventures*"—a book that was very successful, but not in the run-away manner that Forgotten Realms and Dragonlance had been.

"In the end," Grubb says, "I think the reason Al-Qadim turned out so well is that we were able to hide its potential from the suits."

Of course, writing a Dungeons & Dragons campaign based on Arabian folklore and legends was something of challenge since neither of the designers had a background in the culture. "We asked for help from anyone in the design department who wanted to pitch in," Grubb remembers, "and one day Jon Pickens stopped by my desk. He said that he'd bought a few things that the thought would be useful, and I told him to bring them in the next day. When I got there in the morning, I found three boxes of books outside my office."

One of the most difficult parts of the process was finding a suitable name for the book. Originally it was supposed to be called "Burning Lands" or "Burning Sands," but Grubb and Hayday didn't think that really captured of the flavor of the setting they were creating. However, they likewise could not come up with a better title. "So we picked up an Arabic dictionary and looked up the word for 'ancient,'" says Grubb. "The result was 'al qadim.'"

Just to be certain that there was unwanted connotation, they queried a number of Arabic speakers about their choice. All but one of them said that there was no problem. The dissenter told the designers that the while the word was not in any way offensive, it did have a different nuance than they probably intended. "It means old," he said, "As in 'that cheese is old.'"

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the sha'ir.

Weapon and Armor Proficiency: Sha'ir are proficient with all simple weapons, but not with any type of armor or shield. Armor of any type interferes with a sha'ir's arcane gestures, which can cause her spells with somatic components to fail.

Spells: A sha'ir's spells must be retrieved from the elemental planes by her familiar, an outsider called a gen. Once retrieved, a spell remains set in the sha'ir's memory, like a wizard's prepared spell, until cast or until a number of hours pass equal to the sha'ir's class level. A sha'ir is capable of extraordinarily versatile spellcasting because she can use arcane spells as well as a limited selection of divine spells. A sha'ir's familiar can retrieve any spell on the sorcerer/wizard list, plus any spell from the Air, Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, and Water domain lists. But even though the sha'ir has access to certain domain spells, she gains no other benefit of the cleric class, including the granted powers of those domains.

To learn or cast a spell, a sha'ir must have a Charisma score equal to at least 10 + the spell level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a sha'ir's spell is 10 + the spell level + the sha'ir's Charisma modifier.

Like other spellcasters, a sha'ir can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on the Sha'ir Advancement table. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1-1: Ability Modifiers and Bonus Spells, in the *Player's Handbook*).

A sha'ir begins play knowing five 0-level spells and three 1st-level spells of her choice. At each new sha'ir level, she gains one or more new spells, as given on the Sha'ir Spells Known table. (Unlike spells per day, the number of spells a sha'ir knows is not affected by her Charisma score.) These new spells may be common spells chosen from the sorcerer/wizard or appropriate domain spell list.

A sha'ir decides what spell might be useful and sends out her familiar to retrieve it from the elemental planes. To do this, the sha'ir must summon her gen and tell it the name of the spell she seeks. The gen immediately *planeshifts* to seek the spell in the elemental planes.

The gen's success in finding the desired spell depends on the following parameters.

- *Arcane Spell Known:* To retrieve an arcane spell that the sha'ir can normally cast (that is, one within her Spells Known repertoire), the gen must search for a number of rounds equal to 1d4 + the spell level.
- *Arcane Spell Unknown:* The sha'ir can cast a spell from the sorcerer/wizard list she does not know but has seen the effects of and identified with a successful Spellcraft check. If the sha'ir seeks to cast such an arcane spell, the gen must search for 1d6 minutes + 1 minute per spell level. A spell so retrieved does not become learned or known for the purposes of the gen retrieving it again.
- *Divine Spell:* Retrieving a divine spell, known or not, takes a gen 1d6 hours plus 1 hour per spell level. The gen can retrieve only divine spells from the domains indicated above.

Once a gen is sent out to fetch a spell, it cannot be recalled; it is gone for the duration of the search. To determine its success, the sha'ir must succeed at a DC 20 Diplomacy check, since the gen is acting as a proxy to

SHA'IR ADVANCEMENT

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon gen familiar	4	2	–	–	–	–	–	–	–	–
2nd	+1	+0	+0	+3		5	3	–	–	–	–	–	–	–	–
3rd	+1	+1	+1	+3	Recognize genie works	5	3	1	–	–	–	–	–	–	–
4th	+2	+1	+1	+4		5	4	3	–	–	–	–	–	–	–
5th	+2	+1	+1	+4	Elemental protection	5	4	3	1	–	–	–	–	–	–
6th	+3	+2	+2	+5		5	4	4	3	–	–	–	–	–	–
7th	+3	+2	+2	+5	*Call janni*	5	5	4	3	1	–	–	–	–	–
8th	+4	+2	+2	+6		5	5	4	4	3	–	–	–	–	–
9th	+4	+3	+3	+6	*Elemental travel* (1/day)	5	5	5	4	3	1	–	–	–	–
10th	+5	+3	+3	+7		5	5	5	4	4	3	–	–	–	–
11th	+5	+3	+3	+7	*Call genie*	5	5	5	5	4	3	1	–	–	–
12th	+6/+1	+4	+4	+8		5	5	5	5	4	4	3	–	–	–
13th	+6/+1	+4	+4	+8	Craft genie prison	5	5	5	5	5	4	3	1	–	–
14th	+7/+2	+4	+4	+9		5	5	5	5	5	4	4	3	–	–
15th	+7/+2	+5	+5	+9	*Elemental travel* (2/day)	5	5	5	5	5	5	4	3	1	–
16th	+8/+3	+5	+5	+10		5	5	5	5	5	5	4	4	3	–
17th	+8/+3	+5	+5	+10		5	5	5	5	5	5	5	4	3	1
18th	+9/+4	+6	+6	+11	*Elemental travel* (at will)	5	5	5	5	5	5	5	4	4	3
19th	+9/+4	+6	+6	+11		5	5	5	5	5	5	5	5	4	4
20th	+10/+5	+6	+6	+12		5	5	5	5	5	5	5	5	5	5

SHA'IR SPELLS KNOWN

	Spells Known									
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	5	3	–	–	–	–	–	–	–	–
2nd	6	3	–	–	–	–	–	–	–	–
3rd	6	4	–	–	–	–	–	–	–	–
4th	7	4	2	–	–	–	–	–	–	–
5th	7	5	3	–	–	–	–	–	–	–
6th	8	5	3	2	–	–	–	–	–	–
7th	8	6	4	3	–	–	–	–	–	–
8th	9	6	4	3	2	–	–	–	–	–
9th	9	7	5	4	3	–	–	–	–	–
10th	9	7	5	4	3	2	–	–	–	–
11th	9	8	6	5	4	3	–	–	–	–
12th	9	8	6	5	4	3	2	–	–	–
13th	9	9	7	6	5	4	3	–	–	–
14th	9	9	7	6	5	4	3	2	–	–
15th	9	9	8	7	6	5	4	3	–	–
16th	9	9	8	7	6	5	4	3	2	–
17th	9	9	9	8	7	6	5	4	3	–
18th	9	9	9	8	7	6	5	4	3	2
19th	9	9	9	9	8	7	6	5	4	3
20th	9	9	9	9	8	7	6	5	4	3

the elemental powers on behalf of the sha'ir. The following modifications apply to this check:

- +1 bonus for every sha'ir level.
- +2 bonus if the spell is in the spells known category (arcane only).
- +2 increase to the Diplomacy check DC for every level of the desired spell.
- +6 increase to the Diplomacy check DC if the spell is an unknown divine spell.
- +1 increase to the Diplomacy check DC for every increase in level caused by the use of a metamagic feat.
- +2 increase to the Diplomacy check DC for every attempt after a failed one that the gen makes to retrieve the same spell in the same day.

If the Diplomacy check is successful, the gen reappears within 5 feet of its master and imparts to her the power to cast the spell. If the check fails, the gen reappears with no results. A failure by 5 or more results in the gen being detained for an additional 1d4 minutes.

Spells retrieved by the gen remain available to the sha'ir to cast for 1 hour per sha'ir level. If a spell is not used within that time, the power to cast the spell dissipates harmlessly.

At 4th level and every even-numbered sha'ir level thereafter, a sha'ir may choose to learn a new spell in place of one she already knows. In effect, the sha'ir "loses" an old spell known in exchange for a new one. The new spell's level must be the same as that of the spell for which it is exchanged. A sha'ir may swap one spell at any given level and must make the decision at the same time as she gains new spells known for the level.

Metamagic Feats: A sha'ir may use metamagic feats she possesses to modify the spells her gen fetches. The gen simply fetches the spell with the metamagic feats applied. Unlike the sorcerer, the sha'ir does not need to take a full-round action to cast such spells.

Bonus Languages: A sha'ir may substitute Aquan, Auran, Ignan, or Terran for any of the bonus languages available to the character because of her race. Sha'irs are expected to have a great deal of contact with elemental entities, and apprentice sha'irs often study the languages that such creatures speak.

Summon Gen Familiar: A sha'ir must obtain a gen familiar (see Gen Familiars) at 1st level. A gen familiar is an intelligent outsider that resembles a small elemental. The creature serves as a companion and servant to the sha'ir. The sha'ir may choose the elemental type of the gen she summons, and its alignment matches her own. The summoning takes 12 hours and consumes raw materials that cost 100 gp.

A gen can retrieve spells for the sha'ir, as indicated above. As the sha'ir advances in level, the gen increases in power similar to the manner that a normal familiar gains power. A gen advances as a normal familiar, gaining all the normal benefits described in the Familiars section on page 52 of the *Player's Handbook*, except that its Intelligence does not increase and it can speak the languages noted in the gen's description (see below). It retains the outsider type.

If a gen familiar dies or is dismissed by the sha'ir, the sha'ir must attempt a DC 15 Fortitude saving throw. Failure means she loses 200 experience points per sha'ir level; success reduces the loss to one-half that amount. However, a sha'ir's experience point total can never go below 0 as the result of a gen's demise or dismissal. A slain or dismissed gen can be replaced the following day, but since it is an outsider, it cannot be raised from the dead.

A sha'ir with more than one class that grants a familiar may have only one familiar at a time.

Recognize Genie Works: At 3rd level, a sha'ir can recognize the craftsmanship of any item or magical effect created by geniekind. To use this ability, the sha'ir must make a successful DC 20 Knowledge (the planes) check. The sha'ir receives a bonus to this check equal to her sha'ir level.

Elemental Protection: At 5th level, a sha'ir gains resistance to acid 2, cold 2, electricity 2, and fire 2. She also gains damage reduction 2/– against attacks made by any creature with the air, earth, fire, or water subtype. The resistance increases to 4 against the energy type to which her gen is immune (see below), and the damage reduction increases to 4/– against attacks made by creatures of her gen's elemental subtype. She also gains a +2 bonus on all saves against acid-, cold-, electricity-, and fire-based attacks, and this bonus increases to +4 against attacks that deal the energy damage to which her gen is immune.

***Call Janni* (Sp):** A 7th-level or higher sha'ir may call a janni to aid her once per day. This functions as the *lesser planar ally* spell except that

the Sha'ir can only call a janni. The sha'ir must pay the spell's XP cost and bargain with the janni as normal. Caster level is equal to the sha'ir's class level.

Elemental Travel (Sp): At 9th level, a sha'ir can *plane shift* once per day, as the spell, to any of the Elemental Planes or from any elemental plane to the Material Plane. At 15th level, the sha'ir may use this ability twice per day, and at 18th level, the sha'ir may use this ability at will. Caster level is equal to the sha'ir's class level.

Call Genie (Sp): A 11th-level or higher sha'ir may call any type of genie to aid her once per day. This functions as the *planar ally* spell except that the Sha'ir can only call one djinni, efreeti, dao (see the *Manual of the Planes*), or marid (see the *Manual of the Planes*), or two jann. The sha'ir must pay the spell's XP cost and bargain with the genie or jann as normal. Caster level is equal to the sha'ir's class level.

Craft Genie Prison (Ex): At 13th level, a sha'ir gains the benefit of the Craft Wondrous Item feat, except that she can use it only to create genie prisons. A genie prison is created in the same way as an *iron flask* and functions identically to that device, except that it can hold only geniekind.

GEN FAMILIARS

A gen is an outsider similar to a genie, but much smaller and far less powerful. Like genies, gens are native to the various elemental planes.

Combat

All gens have certain traits in common. They prefer to avoid combat, a task that is easy for them since they can travel to the elemental planes at will and survive equally well in any of them.

Elemental Endurance (Ex): A gen can survive the on the Elemental Planes like a native. On the Elemental Plane of Fire, a gen is immune to fire damage. On the Elemental Plane of Water, a gen can breathe water and has a swim speed equal to its fly speed (gaining the normal +8 racial bonus to Swim checks). On the Elemental Plane of Earth, a gen has a burrow speed equal to its land speed, leaving no tunnel or sign of its passage as though it has the earth glide ability of a xorn (see the *Monster Manual*).

Elemental Travel (Sp): A gen can *plane shift* at will to any of the Elemental Planes or from any elemental plane to the Material Plane. This ability transports the gen only. It is otherwise similar to the *plane shift* spell (caster level 13th).

Fetch Spells (Ex): A gen can find and deliver spells to a sha'ir from the elemental planes. The time required depends upon the spell, as given in the sha'ir description.

Air Gen

Tiny Outsider (Air, Extraplanar)
Hit Dice: 1d8+1 (5 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 70 ft. (perfect)
Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple: +1/-9
Attack: Slam +5 melee (1d2-2)
Full Attack: 2 slams +5 melee (1d2-2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: –
Special Qualities: Air mastery, darkvision 60 ft., elemental endurance, fetch spells, immunity to electricity, *elemental travel*, vulnerability to acid
Saves: Fort +3, Ref +4, Will +4
Abilities: Str 7, Dex 14, Con 12, Int 13, Wis 15, Cha 10
Skills: Concentration +5, Escape Artist +6, Hide +12, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +4, Search +5, Spellcraft +5, Spot +4, Survival +6
Feats: Combat Casting[B], Weapon Finesse
Environment: Any elemental plane
Organization: Solitary
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often chaotic good
Advancement: 2-3 HD (Tiny); 4-6 HD (Small)
Level Adjustment: –

This creature resembles a pale-skinned humanoid surrounded by misty vapors.

Air gens often dwell on the Elemental Plane of Air. Thought to be related to the djinn, they are often found within djinn cities, although they travel almost constantly.

Air gens speak Common and Auran.

Combat

Air gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Air Mastery (Ex): An airborne creature takes a -1 penalty on attack and damage rolls against an air gen.

Earth Gen

Tiny Outsider (Earth, Extraplanar)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class: 16 (+2 size, +1 Dex, +3 natural), touch 13, flat-footed 15
Base Attack/Grapple: +1/-8
Attack: Slam +4 melee (1d2-1)
Full Attack: 2 slams +4 melee (1d2-1)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: –
Special Qualities: Darkvision 60 ft., earth mastery, elemental endurance, fetch spells, immunity to acid, *elemental travel*, vulnerability to electricity
Saves: Fort +3, Ref +3, Will +4
Abilities: Str 9, Dex 12, Con 12, Int 13, Wis 15, Cha 10
Skills: Concentration +5, Escape Artist +6, Hide +11, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +3, Search +5, Spellcraft +5, Spot +4, Survival +6
Feats: Combat Casting[B], Weapon Finesse
Environment: Any elemental plane
Organization: Solitary
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often chaotic evil
Advancement: 2-3 HD (Tiny); 4-6 HD (Small)
Level Adjustment: –

This creature resembles a muscular, dusky-skinned humanoid. Tiny gems stud its skin.

Earth gens usually dwell on the Elemental Plane of Earth. Thought to be related to the dao, they are often found within dao cities, although they travel almost constantly.

Earth gens speak Common and Terran.

Combat

Earth gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Earth Mastery (Ex): An earth gen gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the gen takes a -4

penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Fire Gen
Tiny Outsider (Extraplanar, Fire)
Hit Dice: 1d8+1 (4 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple: +1/-9
Attack: Slam +5 melee (1d2-2 plus 1 fire)
Full Attack: 2 slams +5 melee (1d2-2 plus 1 fire)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Heat
Special Qualities: Darkvision 60 ft., elemental endurance, fetch spells, immunity to fire, *elemental travel*, vulnerability to cold
Saves: Fort +2, Ref +4, Will +4
Abilities: Str 7, Dex 14, Con 10, Int 13, Wis 15, Cha 10
Skills: Concentration +4, Escape Artist +6, Hide +12, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +4, Search +5, Spellcraft +5, Spot +4, Survival +6
Feats: Combat Casting[B], Weapon Finesse
Environment: Any elemental plane
Organization: Solitary
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often neutral evil
Advancement: 2-3 HD (Tiny); 4-6 HD (Small)
Level Adjustment: –

This creature resembles a ruddy-skinned humanoid with hair like crackling flames.

Fire gens can usually be found on the Elemental Plane of Fire. Thought to be related to the efreet, they are often found within efreet cities, although they travel almost constantly.

Fire gens speak Common and Ignan.

Combat

Fire gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Heat (Ex): A fire gen's red-hot body deals 1 point of extra fire damage whenever it hits in melee, or in each round that it maintains a hold while grappling.

Water Gen
Tiny Outsider (Aquatic, Extraplanar, Water)
Hit Dice: 1d8+1 (6 hp)
Initiative: +1
Speed: 20 ft. (4 squares), fly 60 ft. (perfect), swim 20 ft.
Armor Class: 14 (+2 size, +1 Dex, +1 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1/-9
Attack: Slam +4 melee (1d2-2)
Full Attack: 2 slams +4 melee (1d2-2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: –
Special Qualities: Amphibious, darkvision 60 ft., elemental endurance, fetch spells, immunity to cold, *elemental travel*, vulnerability to fire
Saves: Fort +4, Ref +3, Will +4
Abilities: Str 7, Dex 12, Con 14, Int 13, Wis 15, Cha 10
Skills: Concentration +6, Escape Artist +5, Hide +11, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +3, Search +5, Spellcraft +5, Spot +4, Survival +6, Swim +6
Feats: Combat Casting[B], Weapon Finesse
Environment: Any elemental plane
Organization: Solitary
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often chaotic neutral
Advancement: 2-3 HD (Tiny); 4-6 HD (Small)
Level Adjustment: –

This creature resembles a blue-skinned humanoid with hair like waving seaweed.

Water gens often dwell on the Elemental Plane of Water. Thought to be related to the marids, they are often found within marid cities, although they travel almost constantly.

Water gens speak Common and Aquan.

Combat

Water gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Amphibious (Ex): Although water gens are aquatic, they can survive indefinitely on land.

SEEKING OUT-OF-PRINT TITLES?
NEED THE NEW STUFF TOO?

D&D® 3RD EDITION
d20
AD&D® 2ND EDITION
AD&D® 1ST EDITION
BASIC D&D®

25 YEARS OF TSR... the hit pointe ALL IN ONE SPOT

http://www.hitpointe.com

Mail-order Game Shop
Specializing in Used and Out-of-Print
D&D®, AD&D® and
White Wolf's World of Darkness®
game products.

No computer? Write for current price list:

540 North Lapeer Road, Suite 255
Orion Township, MI 48362

Thy Quest for Out-Of-Print Games Endeth Here.

Find those rare games and also save up to 50% on retail products! We buy, sell and trade for new and out-of-print RPG's, Miniatures and Wargames. View our online inventory of over 15,000 products at www.nobleknight.com
or write for a free catalog to
2219 Green Valley Dr, Janesville, WI, 53546
Thousands of gamers can't be wrong!
Satisfaction is guaranteed!

WWW.NOBLEKNIGHT.COM

BLACKMOOR

GUARDIANS OF THE DOCRAE

by Ari Marmell · illustrated by Bob Steinman

Known throughout the world as a hazardous, rough-and-tumble place, the Kingdom of Blackmoor—also called the Northern Marches, or simply the North—is home to a great many tough, determined people. Life there is hard, so those who would make their homes in that realm must be harder still.

The people of Blackmoor demonstrated their resilience and determination time and again through the years. It was there that a motley collection of duchies and provinces bucked off the yoke of a great and degenerate empire. It was there that a wave of explorers tamed a tumultuous, monster-occupied frontier. It was there that a cabal of wizards mastered a strange and awesome form of magic from within the very rocks. And it was also there that brave and determined resistance fighters halted the advance of the vile and violent Afridhi tribesmen, although it cost many thousands of lives—and indeed an entire nation—to do so.

In this realm lives a race of small, dour humanoids who, like the humans of Blackmoor, have been toughened by adversity and strengthened by hardship. These grim people, known as the Docrae halflings, were once as innocent and friendly as other halflings, but centuries of hard times have left indelible marks on their culture and outlook.

THE HALFLINGS OF THE NORTHERN MARCHES

Halflings have dwelt within the Northern Marches since well before the area's first histories were recorded. Once they were like other halflings—short and stout, always ready with a jest or a jack of ale, and as happy to see a stranger as a friend. They had occasional problems with orc raiders and hobgoblin slavers, but they fought hard when the need was upon them, and they never faced a foe that they could not eventually turn back.

Then humanity came to the North in the form of the militant Thonian Empire. Where the hobgoblins had been few, the Thonian legions were many, and where the orcs had been chaotic and disorganized, the soldiers of Thonia were rigid, disciplined strategists. The halflings had seen no incursion like this one before, and they were ill-prepared to stand up to it. They fell swiftly, and their land soon became

just another subject province of the empire.

OMATU

It was then, according to the legends, that the little folk first began developing the weaponless combat style known as omatu. Barred by the law of the empire from carrying substantial weaponry, and heavily overmatched in strength by their oppressors, the halflings focused on their key advantages: swiftness and mobility. Cloaked as an intricate dance, omatu was a surprisingly deadly system of combat techniques that combined unarmed attacks with weaponry improvised from available tools.

As it happened, the halflings had only limited use for omatu for many years. Then came the Afridhi hordes, and once again the halflings' way of life was seriously threatened. Some halflings chose to remain behind in their ancestral home of Booh, but one enormous clan moved north to the nearby peaks. These halflings named themselves the Docrae, a halfling term that translates roughly as "warrior-born," to reflect their willingness to fight for the land they had claimed. The militant Docrae made their new homes in sheltered villages and in the easily defensible caves nearby. They live there to this day, always on guard against Afridhi incursions, humanoid raiders, and even human soldiers—anything that might threaten their security.

Now almost unknown in other lands, the art of omatu has developed and thrived here. The omatu masters of the Docrae stand as the last unbreachable bastion of their community's defenses. Any who would harm the halflings must overcome these short yet determined sentinels, and the peaks of Booh are littered with the bones of those who thought that task would be easy.

OMATU MASTER

The Docrae are smaller and weaker than the humanoids who would oppress them. These warrior halflings have nonetheless found ways to ensure the safety of their community. By combining their natural speed with unexpected movements and the principles of leverage, the Docrae have developed and perfected the art of omatu, a remarkably effective style of martial arts unlike any practiced by humans.

Most Docrae learn the basics of omatu from childhood. The art is taught in schools, and its most basic movements are ingrained in the children through traditional dances that involve acrobatics as well as rhythmic footwork. Only later do the young halflings learn that each and every movement, stance, and shift of the traditional dance has a greater and more dangerous application.

The majority of Docrae never advance beyond this basic knowledge. Those who show promise and a willingness to fight for their clans, however, might be invited to join a revered elite: the omatu masters, whose expertise with the art is unrivaled. More than just martial artists, these highly skilled warriors are the heart and soul of the Docrae community. Because everyone knows that they consider their people's safety first, omatu masters are consulted on all matters of import. Furthermore, they constitute the community's final line of defense should a foe win past the lookouts and enter the clan's holdings. All omatu masters have sworn to lay down their lives to protect their brethren, and they take this oath very seriously.

Most omatu masters were once fighters or monks, since the necessary martial skills come easily to characters of those classes. Rangers are less common, but they make up a significant minority of omatu masters. Few other characters find it worthwhile to pursue the path of omatu mastery because it draws so much focus away from their other abilities.

Class Features

All of the following are class features of the omatu master prestige class.

Weapons and Armor Proficiency: Omatu masters are proficient with club, dagger, dart, handaxe, javelin, kama, light flail, light hammer, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. Omatu masters are not proficient with any armor or shields.

Assisted Trip (Ex): A 1st-level omatu master learns how to use leverage to

OMATU MASTER
Requirements

HIT DIE D8

To qualify to become an omatu master, a character must fulfill all the following criteria.

Race: Halfling.

Base Attack Bonus: +4.

Skill: Perform (dance) 2 ranks.

Feats: Improved Trip, Improved Unarmed Strike, Skill Focus (Tumble), Stunning Fist.

Special: The candidate must have fought at least one battle against a Medium or larger opponent using only unarmed strikes. Furthermore, she must take a solemn oath to protect the Docrae community, even unto death.

OMATU MASTER
Class Skills

The omatu master's class skills (and the key ability for each skill) are:

Str: Climb, Jump, Swim.

Dex: Balance, Escape Artist, Hide, Move Silently, Tumble.

Con: Concentration.

Int: Craft, Knowledge (history), Knowledge (local).

Wis: Listen, Profession, Sense Motive, Spot, Survival.

Cha: Perform.

Skill Points at Each Level: 4 + Int modi

OMATU MASTER Advancement

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+2	+2	+2	Assisted trip, Mobility, monk abilities, *ki* strike (magic)
2nd	+1	+3	+3	+3	Master of chains
3rd	+2	+3	+3	+3	Shoulder throw, *ki* strike (silver)
4th	+3	+4	+4	+4	Leverage expert
5th	+3	+4	+4	+4	Evasion
6th	+4	+5	+5	+5	Acrobatic strike
7th	+5	+5	+5	+5	*Ki* strike (cold iron)
8th	+6	+6	+6	+6	Determined defense
9th	+6	+6	+6	+6	Acrobatic dodge
10th	+7	+7	+7	+7	Nerve strike

take down her foes. When making a trip attack against an opponent of her size or up to two size categories larger, she may use either her Dexterity modifier or her Strength modifier, whichever is better, for the required check. She also gains a +4 competence bonus on the check.

Mobility (Ex): At 1st level, an omatu master gains Mobility as a bonus feat if she did not already have it. She need not meet the prerequisites for this feat. If she already has Mobility or gains it later, the dodge bonus to AC that it grants her against attacks of opportunity increases to +6.

Monk Abilities: An omatu master has the flurry of blows ability, unarmed damage, AC bonus, and unarmored speed bonus of a monk whose level is equal to her omatu master level (see Table 3-10: The Monk on page 40 of the *Player's Handbook*). If she also has monk levels, her levels in the two classes stack for the purpose of determining these abilities.

Ki Strike (Su): At 1st level, an omatu master's unarmed attacks are empowered with *ki* similar to that wielded by monks. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. K*i* strike improves with the character's omatu master levels. At 3rd level, her unarmed attacks are also treated as silver, and at 7th level, they are also treated as cold iron.

Master of Chains (Ex): At 2nd level, an omatu master gains Exotic Weapon Proficiency (spiked chain) as a bonus feat if she did not already have it. If she already has proficiency with the spiked chain, she gains a +1 bonus on attack and damage rolls with all chains.

Shoulder Throw (Ex): If a 3rd-level or higher omatu master has readied an unarmed strike against an opponent's charge or makes an attack of opportunity against a foe attempting to bull rush her, she may attempt a shoulder throw as her attack. To use this ability, she must make a successful melee touch attack, then make a successful Tumble check opposed by her foe's Tumble or Dexterity check. Because of the omatu master's momentum, great size is not an advantage in this situation. The omatu master and her opponent gain a bonus or take a penalty on this check based on size category, as follows: Colossal -16, Gargantuan -12, Huge -8, Large -4, Medium +0, Small +4, Tiny +8, Diminutive +12, Fine +16. A quadruped defender gains an additional +4 bonus on this check. An omatu master may not throw a creature more than two size categories larger than herself.

If the omatu master succeeds on the Tumble check, she pivots and tosses the foe over her shoulder. The opponent takes damage as though struck by the omatu master's unarmed strike and lands prone in the square behind (based on the direction of the charge or bull rush) and adjacent to her. If that space is not open or cannot otherwise accommodate the opponent, the opponent lands prone in the adjacent square in front of the omatu master. If either the touch attack or the Tumble check fails, the shoulder throw attack also fails, and the foe may complete the intended attack against the omatu master as normal.

Leverage Expert (Ex): At 4th level, an omatu master gains a +4 bonus on disarm checks, grapple checks, and Escape Artist checks to escape a grapple.

Evasion (Ex): At 5th level, an omatu master gains the evasion special quality if she does not already have it. If she does have evasion, she gains improved evasion instead. If the omatu master already has improved evasion, she gains no further benefit. Both abilities function exactly like the monk abilities of the same names.

Acrobatic Strike (Ex): At 6th level, the omatu master learns to tumble around her foes and even leap off walls to strike from an unexpected direction. As a standard action, she may feint in combat (as described in the Bluff skill description) but substitute a Tumble check for the normal Bluff check. If the Omatu master's Tumble check succeeds, and she chooses to use a stunning attack as her next attack, the opponent takes a -4 penalty on the Fortitude save.

Determined Defense (Ex): Twice per day, an 8th-level or higher omatu master can invoke this ability to gain a +2 bonus to Strength, Dexterity, and Constitution. She also gains the benefit of the Diehard feat, even if she does not meet the prerequisites for it. If she already has the Diehard feat, she gains no further benefit.

These effects last for a number of rounds equal to the omatu master's Wisdom bonus (minimum 1). The additional hit points she gains for her increased Constitution disappear when the effect ends. Thus, many omatu masters succeed in saving their countrymen only to fall unconscious or die immediately afterward.

Acrobatic Dodge (Ex): Beginning at 9th level, the omatu master may avoid attacks that would otherwise strike her. Once per round, if an opponent at least one size category larger than the omatu master successfully strikes her, she may attempt a Tumble check with a DC equal to her opponent's attack roll. If the check succeeds, she has successfully avoided that attack. Declare the use of this ability after a successful hit but before damage is rolled or the result of any touch effect is determined. Using this ability puts the omatu master in a poor position for continuing the fight. If she attacks during that round or the round after using her acrobatic dodge ability, she takes a -6 penalty on her attack rolls. The omatu master cannot use acrobatic dodge when denied her Dexterity bonus to Armor Class, nor can she use it to dodge an attack that hit with a natural 20.

Nerve Strike (Ex): At 10th level, the omatu master may attempt to kill an opponent with a single, well-placed unarmed strike. Like a rogue making a sneak attack, the omatu master must be able to see well enough to pick out and reach a vital spot. Creatures that are not subject to critical hits are immune to this attack. She must declare that she is using this ability for a particular attack before making the attack roll. If the attack misses, the use of nerve strike is wasted for the day. If her attack deals damage to the foe, the subject must immediately make a successful Fortitude save (DC 10 + omatu master level + omatu master's Wisdom modifier) or die. Even on a successful save, the target still takes normal damage from the attack. This ability is usable once per day.

Blackmoor is back! Goodman Games is releasing an updated edition of the very first fantasy campaign. For more information, see www.goodman-games.com. D

MYSTARA

Return to the Lost City

by Michael Mearls

In ancient times, the inhabitants of Cynidicea transformed a region of the great Alasyian Desert into a veritable paradise through magic, engineering, and planning. In the depths beneath the city, workers discovered a cavern with a freshwater lake and enough space to house a small city. Emboldened by this find, mining teams sought out even deeper passages beneath the earth. In time, they discovered a sealed cavern that, unknown to them, was the prison of Zargon, a fiendish being of unknown origin. Naturally, the curious Cynidiceans opened the cavern, releasing Zargon after uncounted centuries of imprisonment. In the manner of most fiends, he showed his gratitude by slaying and devouring his liberators.

Driven by his great hunger, Zargon made his way through the winding tunnels beneath Cynidicea to the city above. He found the supply of prey there to his liking and began a killing rampage the likes of which the kingdom had never seen before. Faced with mass panic and an uncontrollable monster, the city fathers conceived a plan to satiate Zargon. In return for regular sacrifices, the fiend agreed to retire permanently to his underground dwelling. For decades thereafter, the Cynidiceans bought their survival with the lives of slaves, prisoners of war, and criminals.

In time, many Cynidiceans came to view Zargon as a god. A strange cult grew up around him, and the worship of the old gods—Gorm, Usamigaras, and Madarua—fell by the wayside. As the worship of Zargon became the norm, the city itself began to take on aspects of the evil that had corrupted its people. Over time, the kingdom that was once a gleaming beacon of civilization was transformed into a pit of decadence.

Once Cynidicea began to decay, it became a ripe target for invasion. Barbarian hordes from the north fell upon the city, overwhelming the few soldiers left to man its walls. When the invaders finally took their leave, little of the once-magnificent city remained. The survivors fled to the great cavern beneath the city, where they huddled together while the desert reclaimed the buildings above. The cult of Zargon, whose members had already built living quarters and temples within the cavern in order to live closer to their lord, assumed absolute control over the remaining Cynidiceans. In return for housing and feeding the refugees, the priests of Zargon demanded and received absolute obedience.

In time, the Cynidiceans adapted to their new surroundings. Succeeding generations were born with white hair, pale skin, and eyes unaccustomed to the light of the sun. They spent their lives tending fields of gigantic mushrooms and herding subterranean beasts. To keep the population of this underground city under control, the priests of Zargon poisoned the water with a powerful sedative known as elixir of fantasy (see the Elixir of Fantasy sidebar). Thus, while away from the fields, most of the Cynidiceans passed their time in a dreamlike state. Only the tiny sects of Gorm, Usamigaras, and Madarua escaped this fate. Cloistered in the side passages and caverns around the underworld city, the faithful of the old gods plotted to overthrow Zargon and his priests.

Mistrust and ancient rivalries prevented the rebels from uniting to face the Zargonites until a pair of powerful heroes from the outside—Almeer of Glantri and the warrior-thief Barnabas Bladecutter—delved into the city. They led the people in an uprising and defeated Zargon himself. Believing their duty completed, the adventurers departed the city for the vast reaches of Norworld and were never heard from again. Unknown to them, however, Zargon had not been permanently destroyed. Within weeks of his defeat, he appeared again to take his revenge. Rallying his surviving followers, he waged a bloody war known as the Time of Rage. Zargon's troops struck hard and fast, overwhelming the rebels in the underground city before they could cure all the citizens of the poison that produced their dreamlike state. The clerics of Gorm, Usamigaras, and Madarua fled for their lives.

THE CYNIDICEANS

Roughly a thousand Cynidiceans remain in the lost city. The average Cynidicean has pale skin, snow-white hair, low-light vision, and light sensitivity (dazzled in bright sunlight or within the radius of a *daylight* spell). Except for these traits, Cynidiceans are the same as normal humans.

In the years since the Cynidiceans retreated into the earth, they have adopted several strange customs, the oddest of which is the use of masks to conceal their faces. Every Cynidicean wears a mask fashioned to represent an animal, a demon, a legendary hero, or some other fantastic or historical creature. While their wits are befuddled by the mushroom narcotics mixed with their water, they fully adopt the personas represented by their masks. For instance, a commoner wearing the mask of an ancient king

might demand that others bow to him. Another masked as a bird might run about with his arms outstretched as he soars through the air in his own personal dream world. For the roughly 8 hours each day that the Cynidiceans function normally, the priests of Zargon force them to work in the fields and make repairs to the lost city. The rest of the time, the citizens are content to wallow in their strange dreams.

GEOGRAPHY

The map on the following page illustrates the geography of the lost city. Its important locations are marked and described below. *Continual flame* effects set at the corner of each building and at 30-foot intervals along each street provide illumination for the cavern's inhabited areas.

1. Lake Moldvay

This deep, freshwater lake lies at the center of the lost city. It provides drinking water for the populace, and water flows to the sewers beneath the city through channels cut into the lake bed. The lake is fed by a planar instability that channels water to the Material Plane from the Elemental Plane of Water. At times, spectral, glowing lights loom within its depths, and the shadowy images of ruined towers and buildings are visible beneath the water near the Isle of Death.

2. Isle of Death

This small, stony island is covered with tree-sized mushrooms and honeycombed with caves. The Cynidiceans once buried their dead here, but like many poorly tended burial grounds, this place became infested with undead over time. Many of Cynidicea's great treasures, including the crown jewels of the city's royal line, are stored here in lost vaults and tombs.

3. Fields and Pens

These areas produce food for the city. Since the Zargonites practice crop rotation, some mushroom fields are under cultivation at any given time, but others are wild and untended. The pens house cave crickets that are raised as food animals.

4. Goblin Cliff Caves

These passages lead westward to an underground hobgoblin kingdom. The hobgoblins have gradually been increasing in numbers over the past several decades. When their strength reaches its peak, they plan to conquer the lost city, loot its riches, and lead its people as slaves to the Broken Lands.

5. The Lost City

The streets of the lost city offer a strange vista to those unfamiliar with its ways. Cynidiceans caper and dance about, locked in their dreams, while gold-masked soldiers of Zargon (both human and hobgoblin) regularly patrol the area. Most of the Cynidiceans live in large, communal dormitories, but many of the other buildings have fallen into disrepair.

6. Eye of Zargon

This bubbling lava pit is surrounded by cracked, broken steam vents and magma streams. Fire elementals, salamanders, and other beasts lurk here.

7. Ruins

Most of these areas were destroyed during the Time of Rage, although a few have simply collapsed from long neglect. In some areas, rifts in the city's sewer system have allowed otyughs and similar monsters to reach the surface and stalk the streets.

8. Temple of Zargon

This imposing structure built of black rock houses the high priests of Zargon and their most loyal troops. The building is heavily defended, with hobgoblins, low-ranking clerics, and ogres manning its walls. Inside is a great prison where sacrificial captives and rebels are kept under close guard. Torture chambers, foul chapels, and other horrors await anyone foolish enough to slip into this place.

9. Pyramid Entrance

This tunnel leads to a network of chambers and passages carved into a great temple that once served as the centerpiece of the city above. The desert sands have long since buried the bulk of this structure, but its upper levels remain above ground. Adventurers who stumble across this portion can make their way down through its corridors to the lost city.

THE CREATION OF MYSTARA

by Stan!

According to Bruce Heard, the MYSTARA campaign setting started accidentally. It is not a world that was built from the ground up. Rather, it is a mosaic of pieces designed by many different people.

"There was the nucleus of a setting in the original D&D Basic and Expert boxed sets," he says. "You know, back when there was a difference between D&D and AD&D." But it hardly constituted a world—just a dozen or so nations described in the barest detail without any context, support, or even a proper name. It was referred to only as the Known World.

At that point, the in-house design staff was writing all the AD&D products, while the D&D jobs were being handled by freelancers. Heard was in charge of supervising the freelancers. "By default that made me the keeper of the setting."

At first, the only products being produced were adventures, and each one added a little bit to this nameless world. Over time, a great deal of detail emerged for the setting, but without a written guide, this caused a great deal of difficulty for Heard and his freelancers. In response, he was able to get the management to put the first of the *D&D Gazeteer* products on the schedule.

The idea was to create a definitive background for all the D&D adventures to be set against, but the group was able to do much more. First, they were finally able to give the setting a name. MYSTARA, they decided, had an appropriately grand feeling and still bespoke of the unknown lands and adventures yet to be discovered in the world.

Next, Heard was able to slip in a bit of European flavor into MYSTARA. "I was born and raised in Europe, and I am a bit of history buff," he says. So it's not very surprising that he thought the "old country" would make a good basis for the D&D setting. "Of course, I've learned a lot more about history since then," he says and laughs, hinting that MYSTARA might be a very different place if he was working on it today.

"MYSTARA really is a hodge-podge, and there were some very awkward moments in its development," Heard recalls. "But who knew at the time that we had the who's-who of 1980s game designers on the team? Ed Greenwood, Aaron Alston, Ken Ralston—if I knew I was working with future legends, I'd never have worried at all."

10. Lower Catacombs

This building sits atop a great shaft that connects with other underground communities populated by mind flayers, aboleths, drow, and other denizens of the world below.

THE CULTS AND GODS OF CYNIDICEA

Although the cult of Zargon currently holds power in the underground city, a few Cynidiceans worship Gorm, Usamigaras, and Madarua. Clerics of these gods have formed secret bands of rebels that seek to overthrow the Zargonites.

The Cult of Zargon

Members of Zargon's cult use a variety of techniques to maintain control over the city. Hobgoblin mercenaries serve as guards and soldiers, while a small cabal of wizards and sorcerers provides magical support. Because many of Cynidicea's spellbooks were destroyed in the barbarian invasion, arcane spellcasters are rare and powerful individuals.

The high priestess of Zargon's cult is a decadent, cruel tyrant named Zaranna (female human Clr 12). She gained her position of leadership by poisoning the previous high priest. Zaranna uses her magnetic personality to keep her underlings in line.

Each of Zargon's clerics wears a golden mask depicting a monster with a single horn and four tentacles sprouting from its chin.

Zargon is a lawful evil creature. How he grants spells is unknown. Clerics of Zargon have access to the Destruction, Evil, and Law domains. These options reflect their general tendencies toward control, tyranny, and oppression. Zargon's favored weapon is the light flail.

The Brotherhood of Gorm

Gorm, god of storms, justice, and war, is a grim, demanding deity. The few surviving clerics who venerate him dwell in secret chambers northwest of the city. Kanadius (male human Clr 10), their leader, is a cautious, thoughtful man. Adventurers who seek him out must prove themselves through repeated forays against the Zargonites before they can earn his trust. Because of a debacle stemming from a too-hasty agreement with the last outsiders who came here, Kanadius is slow to ally himself with strangers or make any open moves against the city's rulers.

Each of Gorm's clerics bears a tattoo of a blue lightning bolt on his right shoulder. His clerics' ceremonial garb consists of blue tunics and golden masks depicting a stern-faced, bearded, human male.

Gorm is a lawful neutral deity. Gorm grants access to the Air, Law, and War domains. His favored weapon is the longsword. The members of his brotherhood are primarily fighters and clerics.

The Magi of Usamigaras

This secretive, shadowy cult has been an underground organization since the Time of Rage. Its members dwell within forgotten sewer channels beneath the city, venturing outside only occasionally in search of food, supplies, and lost caches of magic items. Usamigaras is the god of healing, messengers, thieves, and magic. He is depicted as a smiling, winged child bearing a wand in one hand and a serpent in the other.

The current high wizard of Usamigaras is Auriga Sirkinos (male

human Wiz 9), a scheming weasel who hides his unbridled ambition behind a jolly facade. Long ago, he allied with the Zargonites in order to escape death at their hands. In return for spellbooks and other magic trinkets, he reports on the efforts of the other cults and crafts magic items for the Zargonites. Few of his followers are aware of his betrayal, but a growing faction within the cult, led by a principled young woman named Loraya (female human Wiz 2), is strongly agitating for more decisive action against the Zargonites.

Auriga offers friendship to outsiders, although he uses such relationships only to improve his own position. He offers to trade magic items for spellbooks and scrolls, claiming truthfully that such items are needed in the city. If possible, he pays visitors to embark on expeditions in search of lost magic items, claiming that he can use such tools to aid in the struggle against Zargon. After exhausting whatever aid the visitors can offer, he betrays them to the Zargonites.

Each cleric of Usamigaras bears a tattoo of a five-pointed, silver star on her right palm. The ceremonial garb of these clerics consists of rainbow-hued robes and a silver mask depicting the face of a young child.

Usamigaras is a chaotic neutral deity. Usamigaras grants access to the Healing, Magic, and Trickery domains. His favored weapon is the dagger.

The Warrior Maidens of Madarua

The brave warrior maidens of Madarua constitute the most active opposition to Zargon. The goddess of birth, death, and the changing seasons, Madarua urges her followers to restore Cynidicea to its former glory and struggle against the Zargonites' tyrannical rule.

The warrior maidens control several key passages in the upper areas of the great pyramid that connect Cynidicea with the lost city. During the Time of Rage, the maidens' spies succeeded in warning the faithful of Madarua scant hours before the first incursion of Zargonite warriors arrived. Although many of the warrior maidens managed to aid ordinary citizens in escaping, they did not have time to warn the followers of Gorm and Usamigaras. Thus, the other two outlaw sects view this one with great suspicion.

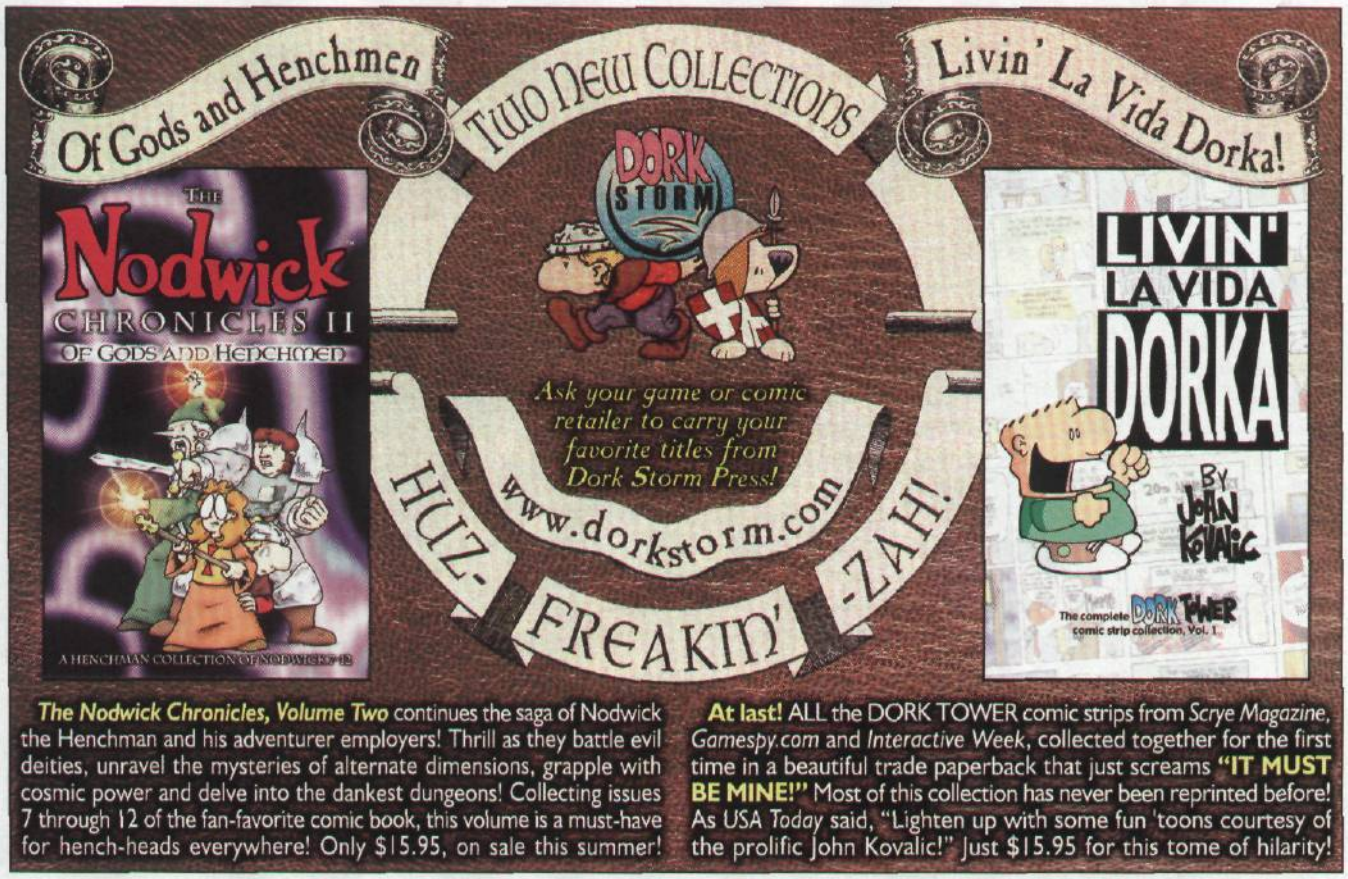
The warrior maidens have recently dispatched several brave warriors into the desert in search of allies. Of all the sects, the church of Madarua is the most likely to greet outsiders with respect and enthusiasm.

The leader of Madarua's cult is Pandora (female human Ftr 10), a cunning, calculating military leader who prefers to feign weakness to lull her enemies into a false sense of security before striking. When faced with outsiders, she makes open overtures of friendship while her priestesses use divinations to learn the visitors' true motives.

Madarua is a neutral deity. Madarua's clerics gain access to the Death, Healing, and Protection domains. The goddess's favored weapon is the longspear. Each of her clerics has a small, sickle-shaped scar on her left wrist.

ZARGON, THE DEVOURER IN THE DEPTHS

Gargantuan Outsider (Aquatic, Evil, Lawful, Native)
Hit Dice: 22d8+176 (275 hp)
Initiative: +2
Speed: 40 ft. (8 squares), swim 60 ft.
Armor Class: 26 (-4 size, +2 Dex, +18 natural), touch 8, flat-footed 24
Base Attack/Grapple: +22/+45


Of Gods and Henchmen
Two New Collections
Livin' La Vida Dorka!
DORK STORM
The Nodwick Chronicles II
Of Gods and Henchmen
A Henchman Collection of Nodwick #7-12
LIVIN' LA VIDA DORKA
By John Kovalic
The complete Dork Tower comic strip collection, Vol. 1
Ask your game or comic retailer to carry your favorite titles from Dork Storm Press!
www.dorkstorm.com
HUZ-FREAKIN'-ZAH!

The Nodwick Chronicles, Volume Two continues the saga of Nodwick the Henchman and his adventurer employers! Thrill as they battle evil deities, unravel the mysteries of alternate dimensions, grapple with cosmic power and delve into the dankest dungeons! Collecting issues 7 through 12 of the fan-favorite comic book, this volume is a must-have for hench-heads everywhere! Only $15.95, on sale this summer!

At last! ALL the DORK TOWER comic strips from *Scrye Magazine*, *Gamespy.com* and *Interactive Week*, collected together for the first time in a beautiful trade paperback that just screams **"IT MUST BE MINE!"** Most of this collection has never been reprinted before! As USA *Today* said, "Lighten up with some fun 'toons courtesy of the prolific John Kovalic!" Just $15.95 for this tome of hilarity!

Attack: Tentacle +29 melee (2d6+11)
Full Attack: 6 tentacles +29 melee (2d6+11) and bite +28 melee (2d8+5) and gore +28 melee (4d6+5)
Space/Reach: 15 ft./15 ft.
Special Attacks: Constrict 2d6+16, herald of slime, improved grab, spell-like abilities
Special Qualities: Amphibious, damage reduction 10/good, darkvision 60 ft., immunity to acid, cold, disease, electricity, and poison, rejuvenation, spell resistance 28, telepathy 100 ft.
Saves: Fort +21, Ref +17, Will +18
Abilities: Str 32, Dex 14, Con 27, Int 15, Wis 17, Cha 20
Skills: Climb +21, Concentration +25, Decipher Script +12, Diplomacy +22, Intimidate +30, Knowledge (arcana) +17, Knowledge (the planes) +22, Knowledge (religion) +17, Listen +23, Search +12, Sense Motive +28, Spellcraft +14 (+18 scrolls), Spot +28, Survival +3 (+5 other planes), Swim +29, Use Magic Device +30 (+32 scrolls)
Feats: Improved Natural Attack (gore), Improved Sunder, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (gore)
Environment: Any
Organization: Solitary
Challenge Rating: 16
Treasure: Standard coins; double goods; double items,
Alignment: Lawful evil
Advancement: By class
Level Adjustment: –

Towering to a height of nearly 35 feet, this creature has a head like that of a giant lizard, and a single, black horn protruding above its solitary red eye. In place of arms, it has six long tentacles tipped with razor-sharp talons, three on each side of its torso. Six more thick, muscular tentacles are set at the base of its body, allowing it to slide through the pool of slime that continually surrounds it.

Zargon is an ancient being of unknown origin. Even he does not remember where he came from. Perhaps a wizard of ancient Nithia delved too deep into the mysteries of life, or some mad immortal spawned him as a servitor.

Regardless of his genesis, Zargon uses his formidable combat abilities and horrifying appearance to demand worship from intelligent creatures. In return for treasure and sacrifices of living creatures (preferably humanoids), he refrains from slaughtering those he encounters.

Although Zargon is no deity, his clerics do gain spells and the standard clerical abilities—perhaps because he is the avatar of some forgotten immortal, or even a physical shard of some greater being. Such clerics might gain spells solely from their commitment to the principles that Zargon embodies.

Combat

In battle, Zargon attacks with the direct ferocity of a being who is unaccustomed to facing any significant challenge. He blasts his enemies with his spell-like abilities and charges into melee to rend and crush any survivors.

Zargon's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): On a successful grapple check, Zargon deals 2d6+11 points of damage.

Herald of Slime (Su): Zargon is always surrounded by a thick pool of gray fluid. This substance covers the ground (and unattended objects on the ground up to 10 feet in height) to a 30-foot radius around him and persists for 1 minute after he has passed. Any area or object covered by the slime functions as though affected by the *grease* spell (DC 29 Reflex save). Zargon is immune to this effect.

Improved Grab (Ex): To use this ability, Zargon must hit with a tentacle attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

Spell-Like Abilities: At will—*detect good, magic circle against good, sending;* 3/day—*confusion, lightning bolt* (DC 18), *major image* (DC 18), *stinking cloud* (DC 18), *suggestion* (DC 18); 1/day—*acid fog, cloudkill, demand, mind fog.* Caster level 20th. The save DCs are Charisma-based.

Amphibious (Ex): Although Zargon is aquatic, he can survive indefinitely on land.

Rejuvenation (Su): Zargon is almost impossible to kill. When killed, his corpse (except for his horn) crumbles into chunks of runny, slimy flesh. His body spontaneously reforms in the depths of Lake Moldvay 1d4 days later. The newly incarnated Zargon retains all memories of his life and death and usually seeks out those who defeated him. The only way to destroy Zargon permanently is to cast his horn into the fiery Eye of Zargon (see above) within one day of his death. After that period, the horn disintegrates and Zargon's rejuvenation cannot be prevented. D

ELIXIR OF FANTASY

Developed decades ago by the Zargonites from the distillate of a mushroom that grows beneath Cynidicea, elixir of fantasy is a powerful hallucinogen (ingested, DC 17 fortitude save) that makes the user believe he is something else. The priests of Zargon tightly control the timing of the dosages in the city's water supply so that the hallucinogenic effects begin at the end of a work cycle and have worn off by the time the next one is about to begin. This process produces alternating periods of lucidity and hallucination. The following statistics use the rules for drugs in *Book of Vile Darkness.* If you do not have that book, you may treat the substance as a poison instead (Fortitude DC 15 +1 per week of continuous use; initial and secondary effects as described below).

Initial Effect: The imbiber retreats into a dreamlike state, lost in her own fantasies for 2d4 hours. During this time, She has a 50% chance to lose any action she attempts, as described in the *bestow curse* spell description. Longtime users of this elixir typically develop favorite fantasies that they live out over and over in exhaustive detail.

Secondary Effect: 1 point of Wisdom damage.

Side Effects: While elixir of fantasy is in effect, the user takes a -2 penalty on all initiative checks and saves against illusion spells and effects.

Overdose: None.

MAZTICA

The New (Fantasy) World

by David Schwartz · illustrated by Dave McClellan

Far across the ocean lies a nation few have ever seen. In some ways, this nation is like most others with which adventurers are familiar. A ruler dressed in gilded finery lives in a spacious palace, surrounded by courtiers and bards. He has knights whom he can send to war against other nations. Countless peasants toil in the fields to produce food for the populace. Temples dedicated to the gods dot the landscape.

Yet each of these features differs from the average D&D character's past experience in some important way. The ruler is known as the Revered Councilor, and his palace is built of clay brick. The crops that the peasants tend—mayz, avocados, peppers, cocoa, and tomatoes—are unknown across the ocean. Horses do not exist there, so the knights take the forms of eagles and jaguars when they wish to move quickly. Their weapons are made of wood and volcanic glass, and their armor of hide and feathers. The temples here are built on the tops of pyramids, and a worship service is a bloody massacre rather than an austere ceremony.

Welcome to MAZTICA!

ORDERS OF KNIGHTHOOD

Two orders of knighthood exist to serve the Reverend Councilor—the Eagle Knights and the Jaguar Knights. The proven warriors who belong to these orders lead regiments into battle, serve as guards at sacred temples, and use their specialized talents to scout for enemy troops. In addition, they act as teachers for aspiring young warriors.

To become a knight of either order, a character must apprentice at the appropriate lodge. Generally, only career fighters become knights, and then only after they have proven themselves in battle (by capturing many opponents, slaying terrible monsters, or the like). Barbarians and rangers can become knights, although the lifestyle requires more structure and discipline than that to which they are accustomed. It is unheard of (although not impossible) for members of other classes to become knights.

In addition to their military prowess, knights gain considerable respect and political power in MAZTICA. High-ranking government officials are often retired or active knights, and one order or the other usually counts the Revered Counselor himself as a member.

REAL MEN DO DANCE

Dance is an important part of nearly any religious ritual in MAZTICA. The clergy use dance to tell parables or to reach an ecstatic state through which they can commune with their gods. Furthermore, dance and martial arts are related in many cultures, and MAZTICA is no exception. The eagle and jaguar knights use dance to teach their apprentices the intricate movements of an experienced warrior. Only by mastering these ritual dances can a young warrior hope to excel as a knight.

THE CREATION OF MAZTICA

by Stan!

"Doing a DUNGEONS & DRAGONS world based on Mezoamerica did not get immediate support from the management at TSR," says Douglas Niles, designer of the MAZTICA boxed set. "It didn't seem like a natural step, but I'd always thought that the conquistadors were the closest thing to a real-life D&D story. I just wanted to give the story a better ending. After a year or two, I convinced enough people that the project got put on the schedule."

MAZTICA had equivalents for both the Maya and the Aztecs. It introduced game rules based on actual indigenous practices and items, such as "plume magic" and "jaguar knives." This is all thanks to Niles's dedication to the historical record.

"Before I wrote the product," Niles recalls, "I went to Mexico and visited all sorts of ancient sites." He traveled to the Pyramids of the Sun and the Moon, Tchitchin Itza, and Uxmal, "which was about the coolest place on the planet I've ever seen."

Niles also visited some less-well-known sites—such as Tulum—and spent a number of days exploring Mexico's National Museum of Anthropology. It all added up to one of the most thoroughly researched and historically accurate D&D boxed sets ever.

"It's kind of a niche product," Niles admits, "but it has a very devoted audience. Every year at Gen Con I still get people coming up to me to say how much they enjoy the setting and tell me about their ongoing campaigns."

FOR YOUR CAMPAIGN

For more background on the MAZTICA setting, check out the original boxed set, which is available for free download at the Wizards of the Coast website: www.wizards.com.

Adding MAZTICA to an existing campaign is simply a matter of allowing the PCs to "discover" the new land in an uncharted region of your world (perhaps deep in a forbidding jungle or across a trackless sea). There are many reasons that player characters might want to travel to MAZTICA. They could seek it out as explorers, merchants, missionaries, or conquistadors, or even soldiers or sailors in the service of such individuals.

Adventures in MAZTICA should emphasize the exotic over the mundane. Your PCs have probably never seen knights dressed as animals and wielding obsidian-edged weapons. Conversely, the Mazticans have never seen knights clad in metal and riding strange beasts. This clash of culture challenges both the players and the DM to reconsider what defines such an entrenched concept as a knight or a cleric.

NEW FEATS

The two feats provided below are particularly well-suited for use with Matican characters and the prestige classes presented in this article.

ARMOR DANCE [GENERAL]

Maztican armor is highly decorated with bright paints, animal skins, and dyed feathers. You are trained to use your armor to its best advantage, and you distract and misdirect your opponents with its flurry of decorations and movement.

Prerequisites: Base attack bonus +1, Perform (dance) 1 rank.

Benefit: Whenever you are wearing a suit of Maztican light armor (or similarly decorated light armor) with which you are proficient, and you make a full attack, you gain a +2 dodge bonus to Armor Class that lasts until your next action.

Special: A fighter may select Armor Dance as one of his fighter bonus feats.

IMPROVED ARMOR DANCE [GENERAL]

You are an expert at using armor to its best advantage.

Prerequisites: Base attack bonus +2, Armor Dance, Perform (dance) 2 ranks.

Benefit: You may gain the dodge bonus provided by the Armor Dance feat while wearing Maztican medium armor (or similarly decorated medium armor). If you are wearing hide armor, the dodge bonus provided by the Armor Dance feat increases to +4.

Special: A fighter may select Improved Armor Dance as one of his fighter bonus feats.

COMBAT TECHNIQUES

In MAZTICA, a warrior is judged not by how many enemies she slays, but by how many she captures. Most captured enemies are enslaved, but the victors usually retain a few for sacrifices. In a post-battle ritual, the hearts of the selected captives are cut out of their chests and offered to the gods. Such a death is considered a noble end for any warrior.

Because of this emphasis on capturing enemies alive, Maztican weapons are generally designed to be equally effective for either killing or capturing foes. The maca (stone-edged longsword), with its sharp edges and wide, flat blade, is particularly effective for either use.

Maztican Weapons

Maztican characters are limited to the following weapons: battleaxe*, blowgun (described in *Masters of the Wild* and *Oriental Adventures*), club, composite shortbow, dagger*, dart, handaxe*, maca* (longsword), morningstar*, net, quarterstaff, shortbow, shortspear*, and sling.

Weapons marked with an asterisk (*) are stone-edged. Mazticans do not forge hard metals, so they must construct their weapons out of wood and stone (generally flint or obsidian). Stone-edged weapons are just as effective as metal ones (obsidian in particular holds a wicked edge), but they are more prone to wear and tear. A natural 1 result on an attack roll means the character has not only missed but also blunted his weapon (if standard) or lost the +1 bonus (if masterwork). A second natural 1 result blunts a formerly masterwork weapon. Subsequent natural 1 results have no further effect on a blunted weapon. A blunted weapon imposes a -1 penalty on damage rolls until repaired with a successful Craft (weaponsmithing) check (see Repairing Items in the Craft skill description).

The blowgun is an exotic weapon, but any native Maztican may treat it as a martial weapon.

MAZTICAN ARMOR

Even if the Mazticans could make metal armor, the tropical heat that pervades the area makes such protection impractical. Most Maztican characters wear either padded armor or stiffened fiber armor (treat as leather). Eagle and jaguar knights (see above) have earned the right to wear heavier armor specific to their orders. Knight armor comes in two varieties, one for each type of Maztican knight. The two armors have the statistics of masterwork hide armor but differ in appearance and construction. Both types cover nearly all of the wearer's body, exposing only the face, hands, and feet. Each suit of knight armor is fitted to the wearer by a master armorsmith. Only a knight of the appropriate order is allowed to wear knight armor. The punishment for wearing armor one is not entitled to is death.

Eagle Knight Armor: This armor consists of cloth woven with eagle feathers and placed over multiple layers of padding. The coif, which is decorated as an eagle's head, frames the knight's face with a beaklike visor. The leggings are often fashioned with decorative talons.

Jaguar Knight Armor: Jaguar knight armor is made from the pelts of one or more jaguars placed over layers of padding. The coif, which is actually made from the skull of a jaguar, frames the knight's face in the great cat's jaws.

EAGLE KNIGHT

Eagle knights are associated with the temple of Qotal, god of the sky. Although this temple is opposed to that of the jaguar knights in philosophy, the two knightly orders are generally friendly. To the knights, nationality is more important than religion.

Eagle Knight Class Features

All of the following are class features of the eagle knight prestige class.

Weapon and Armor Proficiency: Eagle knights are proficient with all simple and martial weapons, as well as with light armor, hide armor, and all types of shields. Additionally, an eagle knight has the right to buy and wear eagle knight armor (see Maztican Armor).

***Pluma Spells* (Sp):** At each eagle knight level, the character chooses one pluma spell (see the Pluma Spells List) that he can use once per day as a spell-like ability. If he chooses the same spell more than once, he can use it one additional time per day. His spell choices are limited according to his level, as indicated on the Eagle Knight Advancement table. Thus, an 8th-level eagle knight can use eight pluma spells as spell-like abilities per day, one up to 3rd level, four up to 2nd level, and three of 1st level. His caster level is equal to his eagle knight class level. The save DCs are Wisdom-based.

Eagle Form (Su): An eagle knight can assume the form of an eagle while wearing eagle knight armor. This ability functions like the *polymorph* spell, except that the eagle knight is limited to the form of an eagle (or a giant eagle at higher level). This ability is usable once per day at 1st level, and one additional time per day every two eagle knight levels thereafter (at 3rd, 5th, 7th, and 9th levels). At 5th level and above, the eagle knight can choose to take the form of a giant eagle.

Fast Movement (Ex): When the eagle knight attains 2nd level, his speed increases by +10 feet when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. This increase stacks with fast movement from other classes.

Eagle Eyes: (Ex) At 4th level, an eagle knight can see as well as a raptor. He gains a +8 bonus on Spot checks.

Spell Resistance: At 6th level, an eagle knight gains spell resistance equal to 10 + his Charisma modifier. At 10th level, his spell resistance increases to 15 + his Charisma modifier. If he already has spell resistance, the benefits do not stack, and he uses this value or his other spell resistance value, whichever is higher.

Swoop (Ex): At 8th level, an eagle knight gains Spring Attack and Flyby Attack as bonus feats if he does not already have them. He need not meet the prerequisites for these feats. See the *Monster Manual* for details of the Flyby Attack feat.

Pluma Spell List

Eagle knights choose their spell-like abilities from this list.

1st-Level: *Alarm, calm animals, delay poison, detect animals or plants, detect snares and pits, endure elements, expeditious retreat, faerie fire, feather fall, hypnotism, identify, mage armor, magic stone, magic weapon, message, obscuring mist, pass without trace, protection from evil, sanctuary, sleep, summon nature's ally I, true strike.*

2nd-Level: *Animal messenger, animal trance, blur, calm emotions, cat's grace, charm animal, charm person, daylight, gust of wind, hold animal, levitate, mirror image, obscure object, protection from arrows, resist energy, silence, speak with animals, spiritual weapon, summon nature's ally II, whispering wind.*

3rd-Level: *Clairaudience/clairvoyance, confusion, dispel magic, fly, gaseous form, greater magic weapon, haste, helping hand, keen edge, Leomund's tiny hut, magic vestment, protection from energy, scrying, slow, snare, speak with plants, summon nature's ally III, water walk.*

EAGLE KNIGHT Requirements

HIT DIE D10

To qualify to become an eagle knight, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +5.

Perform (dance): 1 rank.

Spot: 1 rank.

Survival: 2 ranks.

Feats: Proficiency with composite shortbow, maca (longsword), shortbow, and shortspear.

Special: An aspiring eagle knight must apprentice at a lodge. He functions as a normal soldier, although he receives special training and possibly special treatment. A character cannot actually become a knight until the leaders of the order feel that he has proven himself in battle.

EAGLE KNIGHT Class Skills

The eagle knight's class skills (and the key ability for each skill) are:

Str: Climb, Jump, Swim.

Dex: Use Rope.

Con: Concentration.

Int: Craft, Knowledge (arcana), Spellcraft.

Wis: Sense Motive, Spot, Survival.

Cha: Handle Animal, Intimidate, Perform.

Skill Points at Each Level: 4 + Int modifier.

EAGLE KNIGHT Advancement

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Pluma Spells
1st	+1	+2	+0	+0	Eagle form 1/day	+1 1st-level or lower pluma spell
2nd	+2	+3	+0	+0	Fast movement	+1 1st-level or lower pluma spell
3rd	+3	+3	+1	+1	Eagle form 2/day	+1 1st-level or lower pluma spell
4th	+4	+4	+1	+1	Eagle eyes	+1 2nd-level or lower pluma spell
5th	+5	+4	+1	+1	Eagle form 3/day (giant eagle)	+1 2nd-level or lower pluma spell
6th	+6	+5	+2	+2	Spell resistance (10 + Cha modifier)	+1 2nd-level or lower pluma spell
7th	+7	+5	+2	+2	Eagle form 4/day	+1 2nd-level or lower pluma spell
8th	+8	+6	+2	+2	Swoop	+1 3rd-level or lower pluma spell
9th	+9	+6	+3	+3	Eagle form 5/day	+1 3rd-level or lower pluma spell
10th	+10	+7	+3	+3	Spell resistance (15 + Cha modifier)	+1 3rd-level or lower pluma spell

JAGUAR KNIGHT

Jaguar knights are associated with the temple of Zaltec, god of war. Although this temple is opposed to that of the eagle knights in philosophy, the two knightly orders are generally friendly. To the knights, nationality is more important than religion.

Jaguar Knight Class Features

All of the following are class features of the jaguar knight prestige class.

Weapon and Armor Proficiency: Jaguar knights are proficient with all simple and martial weapons, as well as with light armor, hide armor, and all types of shields. Additionally, a jaguar knight has the right to buy and wear jaguar knight armor (see Maztican Armor).

Hishna Spells: At each jaguar knight level, the character chooses one hishna spell (see the Hishna Spell List), which she can use once per day as a spell-like ability. If she chooses the same spell more than once, she can use it one additional time per day. Her spell choices are limited according to her level, as indicated on the Jaguar Knight Advancement table. Thus, an 8th-level jaguar knight can use eight hishna spells per day as spell-like abilities, one up to 3rd level, four up to 2nd level, and three of 1st level. Her caster level is equal to her eagle knight class level. The save DCs are Wisdom-based.

Jaguar Form (Su): A jaguar knight can assume the form of a jaguar (use leopard statistics) while wearing jaguar knight armor. This ability functions like the *polymorph* spell, except that the jaguar knight is limited to the form of a jaguar (or a dire jaguar at higher level). This ability is usable once per day at 1st level, and one additional time per day every two jaguar knight levels thereafter (at 3rd, 5th, 7th, and 9th levels). At 5th level and above, the jaguar knight can choose to take the form of a dire jaguar (use tiger statistics).

Poison Use (Ex): At 2nd level, a jaguar knight is trained in the use of poison and never risks accidentally poisoning herself when applying poison to a blade.

Cat Eyes (Ex): At 4th level, a jaguar knight gains darkvision to a range of 60 feet and low-light vision.

Spell Resistance: At 6th level, a jaguar knight gains spell resistance equal to 10 + her Charisma modifier. At 10th level, her spell resistance increases to 15 + her Charisma modifier. If she already has spell resistance, the benefits do not stack, and she uses this value or her other spell resistance value, whichever is higher.

Pounce (Ex): At 8th level, a jaguar knight can make a full attack after a charge, even though she has moved.

Hishna Spell List

Jaguar knights choose their spell-like abilities from this list.

1st-Level: *Alarm, animate rope, calm animals, cause fear, death watch, detect animals or plants, detect snares and pits, disguise self, hypnotism, identify, magic fang, magic weapon, message, pass without trace, protection from good, silent image, spider climb, summon nature's ally I, true strike.*

2nd-Level: *Alter self, animal messenger, animal trance, barkskin, cat's grace, charm animal, charm person, bull's strength, darkness, hold animal, invisibility, minor image, mirror image, misdirection, scare, silence, speak with animals, spiritual weapon, summon nature's ally II, summon swarm, web.*

3rd-Level: *Bestow curse, charm monster, deeper darkness, dominate animal, displacement, fear, greater magic fang, greater magic weapon, haste, invisibility sphere, Leomund's tiny hut, magic vestment, major image, poison, scrying, sculpt sound, slow, snare, speak with plants, summon nature's ally III.*

JAGUAR KNIGHT Requirements

HIT DIE D10

To qualify to become a jaguar knight, a character must fulfill all the following criteria.

Alignment: Any nongood.

Base Attack Bonus: +5.

Perform (dance): 1 rank.

Survival: 3 ranks.

Feat: Proficiency with composite shortbow, maca (longsword), shortbow, and spearcaster.

Special: An aspiring jaguar knight must apprentice at a lodge. She acts as a normal soldier, although she receives special training and possibly special treatment. A character cannot actually become a knight until the leaders of the order feel that she has proven herself in battle.

JAGUAR KNIGHT Class Skills

The jaguar knight's class skills (and the key ability for each skill) are:

Str: Climb, Jump, Swim.

Dex: Balance, Hide, Move Silently, Use Rope.

Con: Concentration.

Int: Craft, Knowledge (arcana), Spellcraft.

Wis: Survival.

Cha: Handle Animal, Intimidate, Perform.

Skill Points at Each Level: 4 + Int modifier.

JAGUAR KNIGHT Advancement

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Hishna Spells
1st	+1	+2	+0	+0	Jaguar form 1/day	+1 1st-level or lower hishna spell
2nd	+2	+3	+0	+0	Poison use	+1 1st-level or lower hishna spell
3rd	+3	+3	+1	+1	Jaguar form 2/day	+1 1st-level or lower hishna spell
4th	+4	+4	+1	+1	Cat eyes	+1 2nd-level or lower hishna spell
5th	+5	+4	+1	+1	Jaguar form 3/day (dire jaguar)	+1 2nd-level or lower hishna spell
6th	+6	+5	+2	+2	Spell resistance (10 + Cha modifier)	+1 2nd-level or lower hishna spell
7th	+7	+5	+2	+2	Jaguar form 4/day	+1 2nd-level or lower hishna spell
8th	+8	+6	+2	+2	Pounce	+1 3rd-level or lower hishna spell
9th	+9	+6	+3	+3	Jaguar form 5/day	+1 3rd-level or lower hishna spell
10th	+10	+7	+3	+3	Spell resistance (15 + Cha modifier)	+1 3rd-level or lower hishna spell

MASQUE OF THE RED DEATH

The Light in the Darkness

by James Wyatt · illustrated by Jason Engle

The world of Gothic Earth is very similar to our own world in the Victorian Era of the 1890s, but a mysterious force of evil known as the Red Death plagues humanity. Where it can corrupt, people become greedy, arrogant, and wicked. Where it cannot, death follows in its wake. Its minions are the creatures of the night: hideous monsters, warped animals, and lost human souls who serve its evil ends. This is the premise of the MASQUE OF THE RED DEATH campaign.

The Red Death does not reign over Gothic Earth unopposed. Small groups of enlightened, dedicated individuals struggle against its attempt to rule or destroy the world. Called qabals, these groups are like a tiny candle flame flickering against a vast darkness, but they are not without power to fight the evil of the Red Death. Their greatest weapon is knowledge, and with knowledge of the foe they face they are sometimes able to bring their power to bear to win at least some small victories in what might well be a neverending war against the Red Death and its minions.

LA LUMIÈRE

Organized in France in the mid-1700s, La Lumière is a qabal dedicated to the belief that learning and culture are humanity's best hopes for a bright future. Its members see the human mind as the greatest resource in the unending search for freedom and peace. They are frequently in conflict with the minions of the Red Death, who strive to spread fear and ignorance where La Lumière stands for understanding and knowledge. La Lumière is called The Enlightened or The Enlightenment in English-speaking regions.

Motivation and Goals

The members of La Lumière seek to support those who wish to expand the frontiers of the arts, sciences, and other areas of learning. To the leaders of this qabal, there can be no future in which human compassion and artistic expression do not share equally with scientific advances and progress. Some might call La Lumière anarchistic, since its members place individual freedom of expression and the pursuit of science above national borders and governmental ideologies. They see all the world's people as belonging to a single, great community. World unity, they insist, will bring about the dawn of a new age in which the sufferings of humanity will end.

The members of La Lumière are generally opposed to the use of violence in the attainment of the qabal's goals. Of course, some situations demand that they abandon this ethical code, but they never resort to force without due consideration of alternatives.

Recruiting

While La Lumière counts among its number a great many of the world's best-known artists and scientists, the requirements for membership are quite strict. Those who would be considered for membership must be of the highest intelligence and have a deep belief in the rights of the individual over the laws of society. Further, the order accepts only persons of culture and refinement as members. The qabal

actively recruits such individuals, while maintaining its shroud of secrecy as much as possible.

The Luminaire

A champion of knowledge and understanding, the luminaire is an elite member of La Lumière. She uses her keen intellect to exploit the weaknesses of her foe and inspire her allies to greater courage in the face of evil. While La Lumière is committed to a pacifist philosophy, the luminaire is on the front lines of a war against ignorance and fear, and she wages that war with all the considerable power at her disposal. Her enemies are not flesh and blood, however, but supernatural forces of evil that feed on fear and thrive on ignorance and superstition.

Class Features

All of the following are class features of the luminaire.

Weapon and Armor Proficiency: Luminaires gain no proficiency with any weapons, armor, or shields.

Resist Influence (Ex): A 1st-level luminaire gains a +2 bonus on saving throws against charm, compulsion, and fear effects.

Light of Reason (Ex): Beginning at 2nd level, a luminaire can use her intellectual power to help overcome her foes. Once per day for a number of rounds equal to her Charisma bonus (minimum 1), she can add her Intelligence bonus to her attack roll against an evil, supernatural creature (including any evil creature with a spell-like or supernatural ability or the ability to cast spells). If she hits with this attack, she deals an additional +1d6 points of damage with the attack.

At 5th level, she can use this ability twice per day and deals +2d6 points of damage. At 8th level, she can use it three times per day and deals +3d6 points of damage.

Inspire Bravery (Su): A 3rd-level luminaire gains the ability to inspire bravery in her allies (including herself) once per day, bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the luminaire speak. The effect lasts for as long as the ally hears the luminaire speak and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects, and a +1 morale bonus on attack and weapon damage rolls. At 6th level, the luminaire can use this ability twice per day, and the bonus increases to +2. At 9th level, the luminaire can use it three times per day, and the bonus increases to +3.

Starting this effect is a standard action, but after the first round the luminaire can continue to speak as a free action each round. However, as long as the luminaire continues to speak, she cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf luminaire has a 20% chance to fail when attempting to use this ability. If she fails, the attempt still counts against her daily limit. Inspire bravery is a language-dependent, mind-affecting ability.

Favored Enemy (Ex): At 4th level, the luminaire may select a type of creature from the following as a favored enemy: Aberration, Construct, Magical Beast, Monstrous Humanoid, Outsider (evil), Undead. The luminaire gains another favored enemy from those available to her at 7th and 10th level. This ability otherwise functions exactly like the ranger ability of the same name, and if the luminaire has favored enemies from another source (such as from having ranger levels), the favored enemies stack. For example, a 10th-level luminaire that gained the 1st level of the ranger class would pick her 4th favored enemy from the ranger list. The favored enemy chosen cannot be one already chosen from the luminaire list, and the character could increase the bonuses she gains against any one of her other favored enemies by +2.

Air of Enlightenment (Su): At 10th level, the luminaire gains the ability to weaken the hold of fear and ignorance on the minds of those around her. If she makes a successful saving throw against a fear, charm, or compulsion effect, in the following round, as a standard action, she can grant a new saving throw with a +2 bonus to any allies who failed the saving throw against the same effect. The allies must be within 30 feet of the luminaire and must be able to hear and understand the luminaire's words. A luminaire can use this ability only once for each effect—she cannot grant the same ally more than one new saving throw against the same effect. D

HIT DIE D8

LUMINAIRE Requirements

To qualify to become a luminaire, a character must fulfill all the following criteria.

Alignment: Chaotic good.

Base Attack Bonus: +3.

Diplomacy: 4 ranks.

Knowledge (any one): 7 ranks.

Feats: Combat Expertise.

Special: The character must be a member of La Lumière.

LUMINAIRE Class Skills

The luminaire's class skills (and the key ability for each skill) are:

Dex: Hide, Move Silently.

Con: Concentration.

Int: Craft, Decipher Script, Knowledge (all skills, taken individually), Spellcraft.

Wis: Listen, Profession, Sense Motive, Spot, Survival.

Cha: Bluff, Diplomacy, Disguise, Gather Information, Use Magic Device.

N/A: Speak Language.

Skill Points per Level: 6 + Int modifier.

LUMINAIRE Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+2	+2	+2	Resist influence
2nd	+1	+3	+3	+3	Light of reason 1/day (+1d6)
3rd	+2	+3	+3	+3	Inspire bravery 1/day (+1)
4th	+3	+4	+4	+4	1st favored enemy
5th	+3	+4	+4	+4	Light of reason 2/day (+2d6)
6th	+4	+5	+5	+5	Inspire bravery 2/day (+2)
7th	+5	+5	+5	+5	2nd favored enemy
8th	+6	+6	+6	+6	Light of reason 3/day (+3d6)
9th	+6	+6	+6	+6	Inspire bravery 3/day (+3)
10th	+7	+7	+7	+7	Air of enlightenment, 3rd favored enemy

by Chris Pramas · illustrated by Fred Hooper

THE SUNDERED EMPIRE

Soldiers of

Located in Western Oerik on the world of Oerth, the Sundered Empire is the setting for the CHAINMAIL miniatures game. Western Oerik was once dominated by the Empire of Ravilla, an elven realm, but it crumbled when the vigilance of its leaders began to wane. While the region had always seen its share of armed conflict, recent events have all but ensured that the fires of war will burn for decades to come.

Five years ago, a company of mortal heroes banded together to kill Stratis, the god of war, believing that his death could bring peace to their peoples. They were tragically mistaken. The dying god scattered his panoply across the world as he ascended to the heavens in a pillar of fire. With his last breath, he proclaimed that unceasing war would grip the world until a new god arose to replace him. Now heroes and tyrants struggle to win the artifacts that Stratis left behind. It is said that whoever manages to reassemble the panoply of Stratis will take his place as the god of war.

Seven primary factions fight in the Sundered Empire, both above and below ground. The forces of good include the noble elves of Ravilla, the righteous humans of Thalos, and the mighty dwarves of the People's State of Mordengard. The evil factions include the gnolls and demons of Naresh, the relentless undead of Ahmut's Legion, the wicked drow of Kilsek, and the savage humanoids of Drazen's Horde. This last faction is dominated by the hobgoblin tribes of the Southlands and is thus of particular relevance to this article.

The fanatical hobgoblin cult known as the Soldiers of the Last Order was founded by a

The Last Order

THE CREATION OF THE SUNDERED EMPIRE

by Stan!

When work was underway on the game that would eventually become the CHAINMAIL miniatures game, a lot of discussion was given to the setting. The designers looked at other successful miniatures games to see what underlying principles they ought to pay attention to.

"One thing we realized," says Chris Pramas, one of CHAINMAIL's lead designers, "is that all the really successful games had a specific world attached to them. It helps the audience gain an emotional connection to various factions, and helps the designers when deciding what figures to put in a particular set." The big question was whether to attach the new game to an existing setting or introduce a new one made specifically for this game.

After much debate, design began with the orders to create an entirely new setting. The world for CHAINMAIL would have its own geography, cultures, and even a new pantheon of deities. However, as sometimes happens in business, new information came to light partway through the process—information that convinced management that it would be good to keep the fledgling game more closely tied to DUNGEONS & DRAGONS. Suddenly, CHAINMAIL had to be set in the world of GREYHAWK.

"That was alright with me," Pramas says. "We started the process with the idea that the game ought to be tied to the D&D core world, and that's GREYHAWK." However, since the release date was fast approaching, there was only so much retrofitting that could be done. The GREYHAWK pantheon was used, and together with Erik Mona (who was in charge of the RPGA's LIVING GREYHAWK campaign) an appropriate spot on the map of Oerth was chosen, but that did not have a terribly obvious impact on the starter game or the first set of figures.

"Later sets had more GREYHAWK in them," Pramas says. "For the Kilsec expansion, we devised a strong connection to *Descent Into The Depths Of The Earth* and the original D-Series of D&D adventures. And, together with the RPGA, we developed a lot of plans to bring the two lines even closer together."

messianic cleric of Nomog-Geaya. Although designed for use with the Sundered Empire setting, the cult can also be used in other settings with only a bit of modification. This organization works best in campaigns that utilize the traditional goblinoid pantheon from the D&D cosmology. See the Nomog-Geaya sidebar for a description of that deity.

NOMOG-GEAYA

Nomog-Geaya is the patron god of the hobgoblins. In the traditional goblinoid pantheon, he is subservient to Maglubiyet—a brutal god who maintains an iron grip over his minions. Nomog-Geaya serves as a military commander of the goblinoid legions, although Maglubiyet's rampant paranoia has thus far prevented him from reaching what he considers his full potential. Because no goblinoid god is allowed to challenge Maglubiyet's authority or rival him in power, Nomog-Geaya has remained a lesser god (divine rank 9) despite the power of the hobgoblin tribes whose loyalty he commands.

The cult called the Soldiers of the Last Order is a new development among his worshipers, and Nomog-Geaya's attitude toward it remains unclear. The leaders of the order, known as the boge of Nomog-Geaya, continue to receive spells, so the god must support them on some level. However, he has maintained his traditional place in the goblinoid pantheon and not dared to challenge its leader. Should Maglubiyet decide that the Last Order is a threat to his power, Nomog-Geaya will face a difficult choice.

Nomog-Geaya's domains are Fire, Law, and War. His favored weapons are the longsword and the handaxe.

GALTAI

Galtai was one of many clerics of Nomog-Geaya who served in Drazen's Horde. Like other hobgoblins of authority, he acted as a war leader for the "lesser" goblinoid races, such as goblins and bugbears. On one fateful mission, he led a patrol deep into elven territory. His warband fought a series of running battles with the wood elves, and one by one his soldiers fell. Galtai returned to Drazen's territory alone, bloodied but unbowed. By chance he stumbled across a group of wood elves ambushing a goblin war party. He fell upon the elves from behind, killed several, and forced the rest to flee. The leader of the goblins, a cleric of Maglubiyet, congratulated Galtai on his success and then promptly tried to kill him, intending to take credit for the victory himself. Galtai slew the treacherous goblin and all his soldiers but was grievously wounded in the process. Surrounded by piles of corpses and bleeding from multiple wounds, Galtai fell unconscious.

The next day, the hobgoblin stumbled into Drazen's camp, alive against all odds. The god Nomog-Geaya had sustained him, he claimed, and given him new orders to impart to the hobgoblin people. If the hobgoblins carried out these five directives, the great god would appear before them and reveal his last order. Galtai didn't know what that might be, but he was sure it would herald a new age for all hobgoblins.

THE FIVE ORDERS

Galtai's story spread like wildfire. Drazen, certain that the cleric's appearance was a sign of impending victory for his troops, summoned Galtai to his tent, along with a trusted cadre of war leaders, clerics, and adepts. In the hushed confines of the warlord's tent, Galtai revealed Nomog-Geaya's five orders to the hobgoblin leaders.

- Arm yourselves with fire and steel. Any hobgoblin that can walk should bear steel at all times.
- Rally all hobgoblin tribes under my banner.
- Hunt elves and goblins wherever they may be. Smoke the goblins out of their warrens. Burn the elves out of their forests. Put any that survive to the sword.
- Sacrifice nothing to Nomog-Geaya except prisoners taken in battle. All such prisoners are to be burned.
- Honor no god above Nomog-Geaya.

Pandemonium ensued. Clerics of Maglubiyet screamed blasphemy, and the hobgoblin warlords accused Galtai of treason. Drazen, for his part, considered himself a likely candidate for the next exalted god of the hobgoblins, and he had no intention of risking defeat in battle by losing the support of the goblin legions under his command. He knew not what had led Galtai to make such impolitic statements, but he intended to stop the crazed cleric before he could sow dissent among the armies. Fixing Galtai with an icy stare, Drazen ordered him clapped into irons to await execution.

Galtai was to be executed the following morning in front of the assembled hobgoblin warriors of the horde as a lesson in loyalty. But by morning, only his manacles remained in his cell, even though the warlord's elite troops had guarded his prison all night long. The captain of the guard was executed in Galtai's stead, and search parties were sent out to find the renegade cleric. But a week of scouring the countryside turned up nothing.

AMONG THE TRIBES

Several months later, Galtai reappeared in the hobgoblin homeland, deep in the Southlands. How he had managed to cross the Blasted Desert and return home alone was a mystery, but he attributed his survival to the support of his god. Far from Drazen's Horde, which was still fighting in the north of the Sundered Empire, Galtai began to preach the word of Nomog-Geaya to the populace. Having learned his lesson in Drazen's tent, however, he chose not to reveal the five orders of Nomog-Geaya in public.

Thus far, Galtai has managed to amass quite a few followers, especially among hobgoblins who were too young to join Drazen's Horde. He has named his followers the Soldiers of the Last Order, and to these chosen alone he has revealed the five orders of Nomog-Geaya.

Galtai hopes that by the time word of the events in Drazen's tent reaches the Southlands, his hold over the tribes will be unbreakable. Then Drazen will have no choice but to accept the five orders and the primacy of Nomog-Geaya.

BOGE OF NOMOG-GEAYA

The boge of Nomog-Geaya is a prestige class for the leaders of the Soldiers of the Last Order. "Boge" is the ancient hobgoblin word for shaman, and Galtai has revived it as a title of honor for his lieutenants. Members of this prestige class combine divine power with martial training, and they strive to be exemplars of hobgoblin strength.

BOGE OF NOMOG-GEAYA Requirements

HIT DIE D8

To qualify to become a boge of Nomog-Geaya, a character must fulfill the following criteria.

Race: Hobgoblin.

Feats: Leadership, Weapon Focus (longsword).

Special: Ability to cast 3rd-level divine spells.

BOGE OF NOMOG-GEAYA Class Skills

The boge of Nomog-Geaya's class skills (and the key ability for each skill) are:

Con: Concentration.

Int: Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Spellcraft.

Wis: Heal, Sense Motive.

Cha: Bluff, Diplomacy, Intimidate, Perform.

Skill Points at Each Level: 2 + Int modifier.

BOGE OF NOMOG-GEAYA Advancement

Class Level	Base Attack Bunus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Master of steel	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3	–	+1 level of existing spellcasting class
3rd	+2	+3	+1	+3	Bane (goblins)	+1 level of existing spellcasting class
4th	+3	+4	+1	+4	–	+1 level of existing spellcasting class
5th	+3	+4	+1	+4	Master of fire	+1 level of existing spellcasting class
6th	+4	+5	+2	+5	–	+1 level of existing spellcasting class
7th	+5	+5	+2	+5	Bane (elves)	+1 level of existing spellcasting class
8th	+6	+6	+2	+6	–	+1 level of existing spellcasting class
9th	+6	+6	+3	+6	–	+1 level of existing spellcasting class
10th	+7	+7	+3	+7	Mantle of authority	+1 level of existing spellcasting class

The boge are Galtai's most trusted followers. They recruit and organize new soldiers, then command them on the field of battle. Galtai will need such lieutenants if forced into a showdown with Drazen.

Boge of Nomog-Geaya Class Features

All of the following are class features of the boge of Nomog-Geaya prestige class.

Weapon and Armor Proficiency: Boge of Nomog-Geaya are proficient with all simple and martial weapons, and with light, medium, and heavy armor.

Spells per Day/Spells Known: When a new boge of Nomog-Geaya level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that he adds the level of boge to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

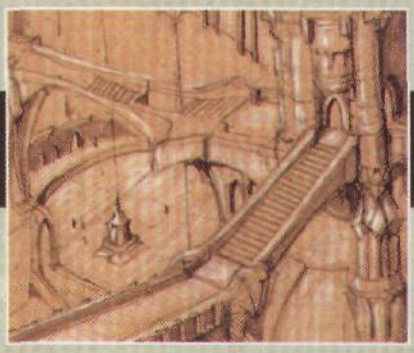
If a character had more than one spellcasting class before he became a boge of Nomog-Geaya, he must decide to which class he adds each level of boge for the purpose of determining spells per day and spells known.

Master of Steel (Ex): A boge of Nomog-Geaya trains intensively with the weapons of his deity—namely the longsword and the handaxe. While fighting with this weapon combination, a boge functions as if he had the Two-Weapon Fighting feat, whether or not he meets the prerequisites for it.

Bane (Su): Boge of Nomog-Geaya bear a special enmity toward goblins and elves and can focus their inner power to deliver mighty blows against such opponents. Beginning at 3rd level, a boge gains a bonus equal to his Charisma bonus (if any) on damage rolls when attacking a goblin with a melee weapon. At 7th level, he gains the same bonus when attacking an elf with a melee weapon.

Master of Fire (Su): At 5th level, a boge learns to channel divine fire through his weapons. As a free action, he can imbue both his longsword and his handaxe he wields with the flaming burst magic weapon ability. This effect lasts for up to 10 rounds per day. This duration need not be consecutive—the boge of Nomog-Geaya may break it up into increments as small as 1 round if he so desires. Ending the effect for one or both weapons is a free action. If the imbued weapon leaves the boge's hand, the effect ends.

Mantle of Authority (Su): At 10th level, a boge of Nomog-Geaya learns to channel a small amount of his deity's divine presence into himself. While touched by this godly energy, he gains a +4 bonus to his Wisdom and Charisma. This ability is usable three times per day, and each use lasts a number of rounds equal to 3 + the boge's newly improved Charisma modifier. However, use of this ability is draining, since containing even a small amount of divine energy takes extreme effort for a mortal. For 1 minute after the duration ends, the boge is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run). This ability cannot be activated if the boge is already fatigued or exhausted.



COUNTDOWN TO EBERRON

Setting the Stage

by Mat Smith · illustrated by Dana Knutson, Steve Prescott, and Mark Tedin

In 2002, Wizards of the Coast began looking for a new DUNGEONS & DRAGONS campaign setting. The worldwide response to the open call for submissions resulted in a barrage of entries that staggered the mailroom and stunned the search committee. After exploring each and every one of the 11,000+ one-page proposals, the committee selected eleven of those worlds to explore further. The authors of those eleven entries then presented 10-page overviews of their worlds. At that point, the field was narrowed to the three most intriguing campaign settings. Each of those three worlds was then fleshed out by their creators in highly detailed 125-page story bibles for the final round. After much deliberation and consideration, the final selection was made—and from amid the dust and rubble of over 11,000 worlds emerged Keith Baker's creation: EBERRON.

ACTION POINTS

Action points provide a player with the means to alter d20 rolls in dramatic situations, reflecting the luck that so often changes crushing failure into heroic success. In EBERRON, your character has a limited number of action points and you must use them wisely, since you don't get to replenish this supply until your character advances a level.

SPECIAL ACTIONS

Instead of altering a d20 roll, you can use an action point to perform a special action. In addition, some prestige classes or feats allow you to spend an action point to gain or activate specific abilities. Here are some alternative uses for action points:

Activate Class Feature: You can spend an action point to gain another use of a class feature that has a limited number of uses per day. For example, a barbarian might spend an action point to gain another use of rage, or a paladin might spend an action point to make a smite attack after she's exhausted her allotted number of smite attacks for the day.

Spell Recall: Spellcasters who prepare their spells in advance can spend an action point to recall a spell they just cast. This is done as a free action and can only be done in the same round that the spell is cast. Spontaneous spellcasters such as artificers (a new core class detailed in the *EBERRON Campaign Setting*), sorcerers, and bards can spend an action point to cast a spell without using up one of their daily spell slots. This is done as a free action as the spell is cast.

Stabilize: Any time your character is dying, you can spend an action point to stabilize at your current hit point total. Spending an action point does nothing for you if you're already dead.

ACTION FEATS

These are just a couple of the Action feats

WHAT PUT EBERRON ON TOP?

Like DRAGONLANCE and the FORGOTTEN REALMS, EBERRON offers a vast world that incorporates everything that makes DUNGEONS & DRAGONS great. You'll find orcs, dragons, ancient ruins, vast treasures, swords, sorcery, and more. In fact, everything in every DUNGEONS & DRAGONS rulebook and accessory has a place in EBERRON, just as all the material, inspiration, and ideas you find in the *EBERRON Campaign Setting* can be used in any campaign world you play in. But what EBERRON does differently from other campaign settings (and the other 10,999+ submissions) makes it stand out and really made the judging committee take notice.

Tone and Attitude

The setting offers a traditional medieval fantasy world filled with pulp noir-style action and adventure delivered with cinematic flair. Keith described it in his original one-page proposal as being like "*Lord of the Rings* meets *Raiders of the Lost Ark* and *The Maltese Falcon*." If you can imagine what your favorite DUNGEONS & DRAGONS adventure would be like if it were turned into a Hollywood action-adventure blockbuster, you've got an idea of the kind of experience your characters will have in EBERRON.

To help merge the Dungeon Master's screen and silver screen, the *EBERRON Campaign Setting* introduces action points into the D&D game. Originally created for the high-octane *d20 MODERN Campaign Setting*, action points have taken on an expanded and more prominent role in EBERRON. Not only can you use an action point to add 1d6 to the result of a single d20 roll (helping you get the extra edge you need to make a crucial attack, skill check, ability check, level check, or saving throw), but certain feats and prestige classes will allow you to spend your precious allocation of action points in other ways. When your characters start kicking around EBERRON, you'll see how the situations in which you decide to spend action points are the parts of your game that feel like they should have a fully orchestrated soundtrack.

Magic is Everywhere

Magic has always been one of the key elements in the DUNGEONS & DRAGONS

A LITTLE BACKSTORY

A lot has already happened in EBERRON by the time your party gets a chance to get into the action. At the time the *EBERRON Campaign Setting* gets things rolling, the entire continent of Khorvaire is just emerging from a devastating century-long civil war. While the dust of open conflict is settling, the far-reaching impact of all that took place during the Last War will resonate for decades to come.

Just to bring you up to speed: Long ago, the kingdom of Galifar spanned the entirety of Khorvaire and was divided into five nations, each ruled by one of King Jarot's five heirs. When the king died, each of the five siblings refused to follow tradition—rather than allow the eldest son to take the crown, the siblings all rallied their vassals and attempted to seize the throne by force.

Over the next 102 years, the five nations fought against and alongside one another, forming and breaking alliances as individual gain dictated. As the years of warfare began to take their toll upon Khorvaire, the great battle became known as the Last War, as everyone imagined that when it was finally over, the taste for bloodshed would be forever dulled. During the course of the tumultuous war, through various deals and demands, the five nations slowly splintered to form a total of twelve recognized nations of Khorvaire. The leaders of those twelve nations finally ended the Last War at the ancient capital of Galifar with the signing of the Treaty of Thronehold.

Today, the nations of Khorvaire are in the midst of rebuilding. As prosperity spreads and peace continues to exist between all of the nations, they all vie for economic and political supremacy. Minor skirmishes still crop up from time to time along contested borders and in the more remote regions of the continent. However, espionage, sabotage, and other more subtle methods of conflict and control are the preferred means to achieve dominance over Khorvaire.

your character can take, which will allow you to use your action points in other, particularly dramatic ways:

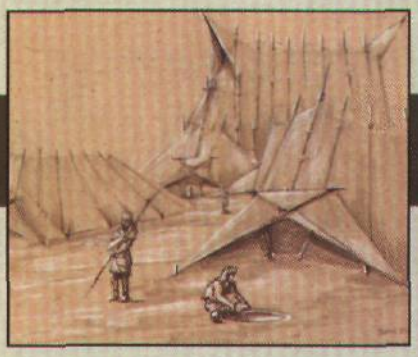
Action Boost [General, Action]
You have the ability to alter your luck drastically in dire circumstances.

Benefit: You can spend 2 action points in a round to improve a roll or check. You can spend 1 action point, roll your action point die, and then decide to spend a second point, as long as you do so before the DM reveals the result of your action. You can also spend 1 action point on a roll or check and 1 on a special action in the same round, provided you could normally accomplish both tasks in the round.

Lucky Mascot [General, Action]
You have the uncanny ability to affect the luck of those around you.

Prerequisite: Action Boost.

Benefit: You can spend 1 action point to positively influence any die roll made to resolve an action occurring within 30 feet of you, whether it directly affects you or not. Add the result of your action point die to another character's d20 roll.



game. In the *Eberron Campaign Setting*, magic takes on an even more essential role, as Eberron is a world where society and civilization has been shaped, aided, and advanced through the mastery of arcane magic, rather than the development of physical sciences. Magic suffuses virtually every aspect of everyday life, from architecture and engineering to transportation and even day-to-day living.

A new NPC class, known as the magewright, is a working-class wizard that employs magic for utilitarian purposes, such as to illuminate an entire city with *continual flame* streetlamps. Even farmers might employ enchanted farming implements.

Of course, all of the magic in Eberron isn't so mundane. You'll still encounter (and create) wizards, sorcerers, bards, clerics, druids, paladins, and rangers that wield mighty magic spells, weapons, and items. You will most certainly come across powerful individuals who bear mysterious and rare sigils known as dragonmarks, and are entirely likely to embark on at least one harrowing quest to locate and recover powerful crystals known as dragonshards. And, because elemental creatures are routinely summoned, bonded, and harnessed to create magically powered airships, water vessels, and land rails, travel from one corner of the world to another is a simple undertaking.

The World is at Your Feet

As the first Dungeons & Dragons campaign setting to encompass multiple continents from the outset, Eberron is an immensely rich world filled with exotic locales, from the towering spires of Sharn and the desolate expanse of the Mournland to the ancient ruins of Xen'drik and the treacherous waters and islets of the Lhazaar Principalities. Every region, country, and location in Eberron has its own distinct look and feel, which influences its society, culture, architecture, tradition, fashion, and so on. While the heart of Khorvaire (the main continent at the center of the campaign setting) is metropolitan and sophisticated, with many conveniences and luxuries, outlying regions and uncharted areas are wilder and more exotic.

The truly exciting thing about the expansive and diverse world the *Eberron Campaign Setting* offers is the prospect

CINEMATIC INSPIRATION

The designers had movies playing in the backs of their heads while they were working on creating the *Eberron Campaign Setting*; it stands to reason that you might have some of these same films (or a selection of your own) in mind or on your TV when you're rolling up your characters, devising the next adventure, or even while you're playing. When each of the designers was asked to offer up a top-three list of movies that really helped get them into the mood and mindset for creating the *Eberron Campaign Setting*, here's what they said:

BILL SLAVICSEK

"I kept three films in mind while designing the *Eberron Campaign Setting*: *Raiders of the Lost Ark*, *The Mummy*, and *The Name of the Rose*. I used portions of these films, especially their tone and feel, for inspiration as I worked on the project.

"From *Raiders*, I tried to keep the soundtrack in my head for that pulpy, action feel. I imagined D&D heroes fighting monsters in dungeons and dealing with astounding traps as the music swelled with danger and excitement.

"From *The Mummy*, the one with Brendon Fraser, I really think that the sword fight with the army of mummies is right out of Eberron. Other elements, such as the scarabs and the traps, inspired more than one scene as I was developing the world.

"From *The Name of the Rose*, the gritty medieval feel reminds me of the portions of D&D I want to preserve no matter how far afield we stray in other directions. For all the magic, for all the advances the arcane arts permit, it still had to be a medieval society. And this film, no matter how much like a detective the monk acts, stays firmly rooted in the society it attempts to portray."

JAMES WYATT

"A second vote for *Raiders of the Lost Ark*, and really it's the music perhaps more than anything. Although another thing from that movie that kept coming up was the shots of a map with a red line traced across it as Indy travels around the world on his adventures. Adventuring in Eberron can be like that sometimes: After foiling the wicked plot unfolding in Sharn, you hop on an airship and make your way toward Karrn'ath. . . . Only sometimes that red line gets broken along the way.

"Lord of the Rings meets *Raiders of the Lost Ark* and *The Maltese Falcon."*
–Keith Baker

of visiting it all. Because magic facilitates travel to every point on the map (via airship, lightning rail, and so on), it's entirely likely that a particular adventure will see a party of heroes racing from one end of EBERRON to the other and back again. That means your party could start off trekking into a dank swamp, catch a ride through a lush grassland, fly across a desert and over a snow-covered mountain range, and then board a ship bound for a distant shore before the quest is even half begun. In your EBERRON campaign, movement from place to place can be an exciting adventure in and of itself, as characters must deal with new environments, unfamiliar monsters, and other unknown challenges. On the other hand, travel over great distances might simply be handled as a vignette that drops the characters right into the next "chapter," much like the red line tracing across the map in the Indiana Jones movies.

Monsters Like You've Never Seen

First off, rest assured that EBERRON has orcs to fight. You can encounter mind flayers, dragons, kobolds, carrion crawlers, ghouls, and everything else you'll find in any D&D book on your shelf when you venture forth into EBERRON. It's all the other things you'll run into out there that will remind you that you're in a whole new world. You might stumble across strange, almost-Lovecraftian creatures, monsters shaped or mutated by magic, and even spells that have acquired a life of their own. Whether created by design, accident, circumstance, natural order, or through some other inexplicable force, many of the new monsters your characters will face in EBERRON will certainly make their mark.

Over the next several months, we'll be showing you more and more of the exciting, new *EBERRON Campaign Setting*—right up until it hits the shelves of your favorite bookstore or hobby shop in July. Next month, you'll get an idea about what's different and what's the same about all of the familiar D&D character classes, as well as a glimpse at the new spellcasting class that has a certain knack with magic items—the artificer.

"The Maltese Falcon was another one I kept in mind. Plots and double-crosses, sudden deaths and mysterious packages, that intense feeling of dread as things build to a climax—I hope we captured a fraction of the greatness of that movie in the setting.

"Lastly, several versions of *The Three Musketeers*. Swashbuckling action, closer to our medieval feel than *Raiders*, is a key part of this setting. We want characters fencing on narrow bridges miles in the air, swinging from chandeliers into a gang of enemies, attempting—and achieving—impossible stunts to make the game more, for lack of a better word, cinematic."

KEITH BAKER

"Every movie mentioned by Bill and James would be on my list, both for working on the setting today, but also as what inspired the idea in the first place. In my original one-page setting submission, I described the world as "*Lord of the Rings* meets *Raiders of the Lost Ark* and *The Maltese Falcon*," but EBERRON has come a long way since that one-page submission, and Bill's comments about *The Name of the Rose*—the need to preserve the sense of medieval fantasy despite the pulp influences and expanded presence of magic—are extremely important. So considering all of Bill and James' movies combined as my first choice, here are two more movies that I had in mind as we moved forward from that starting point.

"The Brotherhood of the Wolf has over-the-top swashbuckling action, but at the same time deals with mystery, political and religious intrigue, sinister cults and conspiracies, and hey, monsters. All that's missing are halflings on dinosaurs!

"Finally, I'd have to pick *Henry V*—No dis on Sir Lawrence, but I'm thinking of the Kenneth Branagh version here. War has played a major role in EBERRON, tearing nations apart and bringing them together. This movie does an excellent job of portraying the drama and horror of war in a medieval world (and it has a killer soundtrack to boot). Even though your campaign will focus on the exploits of individual heroes, the shadow of war looms large over EBERRON, and odds are good that it will have some impact on your adventures."

Sage Advice

MORE SPELLS AND MAGIC ITEMS OFFICIAL ANSWERS

by Skip Williams

This month, the Sage ponders magical mysteries from the D&D game. All page references are from the current (v.3.5) versions of the D&D rulebooks.

For official errata, see the D&D FAQ and online errata at www.wizards.com.

The entries for all the golems in the *Monster Manual* say that golems have magic immunity, which is supposed to allow golems to completely resist most magical and supernatural effects except for specific ones listed in each golem's description. (Most of those heal, slow, or damage the golem.) Can you cast beneficial spells on a golem? For example, can you turn a golem invisible? Can you teleport one? Could you cast *darkness* on a golem? How about *fly* or *reverse gravity*? To put it another way, if you are not trying to directly cause damage or drastically alter the golem (such as with a *polymorph* spell), will the spell work? Clearly, if you cast *darkness* on yourself and the golem attacks you, once it moves into the area of *darkness* it can no longer see you. But can you cast *darkness* on the golem? Could a golem use a magic item, such as a *ring of invisibility*?

As noted in each golem's entry, a golem resists any spell or spell-like ability that allows spell resistance. (In previous versions of the D&D game, golems were impervious to most supernatural effects as well, but that is no longer the case.) In most cases, you can tell if a spell or spell-like ability works on a golem simply by looking up its spell resistance entry. Let's take a quick look at the effects you've listed:

Invisibility: You cannot turn a golem invisible with any version of the *invisibility* spell (they all have spell resistance entries of "yes"). This immunity to being made invisible doesn't mean the golem has any special ability to see or detect invisible creatures or objects.

Teleport: The spell resistance entry for the various versions of the *teleport* spell is "no," at least for creatures. Note that when you're using the *teleport* spell, you teleport yourself and other willing creatures. Unless you can command the golem (and you probably don't unless you created the golem), it probably isn't willing to accompany you and would receive a saving throw to resist.

Darkness: You can't cast a *darkness* spell on yourself, on a golem, or any other creature—only on an object (see the spell description). Golems have no special ability to see through *darkness* (and the spell resistance entry is "no"). The *silence* spell provides a better example of how a golem's magic immunity (and spell resistance in general) works. You can cast *silence* on a creature, and when you do so, spell resistance applies (see the spell description). A *silence* spell automatically fails if you try to cast it on a golem.

Once a *silence* spell is operating, silence reigns throughout the emanation the spell creates. If a golem moves into the emanation, the golem still cannot hear or make any noise.

Fly: You can't use a *fly* spell to make a golem fly (the spell resistance entry is "yes").

Reverse Gravity: This spell's spell resistance entry is "no," so it affects a golem as readily as it affects any other creature or object.

Note that a golem cannot voluntarily lower its magic immunity so that it can receive a harmless spell, but a golem's magic immunity does not extend to magic the golem uses on itself (just as spell resistance doesn't apply to such effects). A golem can make use of any magic item that works continuously or is use activated (provided whoever commands the golem is on hand to put the item on the golem or order the golem to pick it up). Being mindless, a golem cannot use any item activated by command, spell, or spell completion.

Will a *dispel magic* spell dispel an *Evard's black tentacles* spell? The spell description says the tentacles are immune to all types of damage, but is a *dispel magic* spell "damage?" If *dispel magic* works against the tentacles, does it dispel just one tentacle or all of

Borders illustrated by David Wahlstrom

them? Will a *disintegrate* spell destroy a tentacle the way it can destroy the various *Bigby's hand* spells?

You can't damage the field of tentacles from an *Evard's black tentacles* spell, not even with a *disintegrate* spell. You can dispel the field, however, in exactly the same way you can dispel other spells that fill an area. If the *dispel magic* is successful, all of the tentacles go away.

Exactly how do the tentacles from an *Evard's black tentacles* spell attack creatures? For example, does a tentacle have a miss chance when attacking an invisible opponent? Also, how do you figure out where the individual tentacles appear? Can more than one tentacle appear in the same 5-foot square?

The *Evard's black tentacles* spell creates a field of numerous tentacles in a 20-foot radius spread. Tentacles sprout from all the surfaces within the spread. The spell actually works something like an *entangle* spell that's capable of dealing bludgeoning damage. The spell uses an opposed grapple check instead of a saving throw to determine if creatures within its spread are affected. Any creature inside the spread might become grappled, as noted in the spell description. The spell does not make an initial touch attack as with normal grappling attempts, so it cannot miss, even if a creature is invisible or otherwise concealed. The spell cannot grapple incorporeal creatures, and a creature using a *blink* spell has a 50% change to avoid being grappled.

As noted earlier, the spell creates a field of numerous tentacles. These tentacles fill up the spread, and it's not necessary to determine where any particular tentacle is.

When you use a staff, you use your own relevant ability score and feats to determine the save DCs for the spells cast from the staff, and you can use your own caster level for those spells too, if it's higher than the staff's caster level. Does this mean you can apply metamagic feats you know to spells you cast from a staff?

You cannot use metamagic feats on spells you cast from a spell trigger item (wand or staff) or spell completion item (scroll). As the introductory text for staffs on page 243 of the *Dungeon Master's Guide* says, your ability score and relevant feats determine the save DC for any spell you cast from a staff. From the core D&D books, "relevant feats" are Spell Focus and Greater Spell Focus. These feats apply to spells you cast from a staff, provided the staff spell is from the school to which you have applied the feats. Also as noted on page 243, the Spell Penetration and Greater Spell Penetration feats apply to spells you cast from a staff.

When you use a staff, you use your own relevant ability score and feats to determine the save DCs for the spells you cast from the staff, and you can use your own caster level for those spells too, if it's higher than the staff's caster level. So, suppose you're an archmage. Can you use the archmage's high arcana abilities, such as mastery of elements or mastery of shaping with a staff?

The only high arcana ability that works on a spell cast from a staff is spell power, which increases the archmage's caster level.

The *harm* spell deals 10 points of damage per caster level (to a maximum of 150 points at 15th level) and cannot take a target's hit points to less than 1. If the target creature makes a successful saving throw, the damage is reduced by half, but the spell still cannot reduce the target's hit points to less than 1. What happens when the spell deals 50 points of damage or more to the target (as it might to any creature that has 51 hit points or more)? Does the death from massive damage rule apply? What if I have 110 hit points and an 11th level caster casts *harm* on me. I'll take 109 points of damage from the spell if I fail my save, or 55 points if I make my save, right? In either case, I'll have to make a DC 15 Fortitude save to avoid death from massive damage, right? If my hired lackey, who has 49 hit points, receives the same spell, he'll take either 48 points of damage or 24 points. In either case, he's not subject to death from massive damage. Is this correct?

> If you're a cleric, spells from the domains you have selected are part of your class spell list.

Technically, that's right. If you take 50 points of damage (or more) all at once, you're subject to the death from massive damage rule (see page 145 in the *Player's Handbook*). It makes no difference what the source of that damage is.

In the case of the *harm* spell, the death from massive damage rule creates a situation that's arguably absurd, because once you have 51 hit points or more you suddenly become susceptible to instant death from the spell when lesser beings (with fewer hit points) do not. If the situation really bothers you, you might try one of the following house rules:

No Instant Death from *Harm* Spells: The death from massive damage rule doesn't apply to damage inflicted is from a *harm* spell.

Expanded Instant Death from *Harm* Spells: Whenever you fail your save against a *harm* spell,

DRAGON® AD INDEX

PRODUCT	PAGE
Atari	
Never Winter Nights: Hordes of the Underdark	7
Atlas Games	
Dork 20	55
BC Products	
Tact- Tiles	31
Kevin Breaux	
Breaking the Circle	113
Crystal Caste	
Roleplaying Accessories	27
Dancing Dragon	
Dragon Gifts and Collectibles	113
Dead Gentlemen Productions	
The Gamers	72
Do or Dice	
Do or Dice	113
Dork Storm Press	
Nodwick/Dork Tower	91
Fantasy Flight Games	
Horizon Games	9
GAMA	
Origins	Back Cover
Green Ronin	
d20 System Rule Books	11
Hit Pointe	
Hit Pointe	83
Iron Wind Metals	
Miniatures	93
Mongoose Publishing	
d20 Products	77
The Quintessential Fighter II	87
Noble Knight Games	
Noble Knight Games	83
Rackham	
Confrontation	67
Reaper Miniatures	
Miniatures	2, 3
RPG Resources	
d20stuff.com	113
RPGA/Wizards of the Coast	
Winter Fantasy	Inside BackCover
Strategy First	
Disciples II: Rise of the Elves	21

you must make a DC 15 Fortitude save or die, no matter how much damage the spell actually deals to you. If your save against a *harm* spell succeeds, you still have to make a DC 15 Fortitude save or die if the spell deals at least 50 points of damage to you.

The first unofficial rule should prove easier to remember and use, and it matches the intent behind the *harm* spell better than the second rule. The second rule, however, provides a better fit with the death from massive damage rule.

Do you have to pay the 5,000 XP cost for a *wish* spell every time you cast it, or just when you duplicate spells with an XP cost? What about *limited wish*? Suppose you use the "undo misfortune" function of the *wish* spell, or any of the other specific functions listed under the spell. Is there an XP cost then?

Whenever you cast a *wish* spell, you pay at least 5,000 XP for the spell. You could pay more XP for the spell if you use it to duplicate a spell with a higher XP cost, or if you use it to create or improve a magic item, as noted in the spell description.

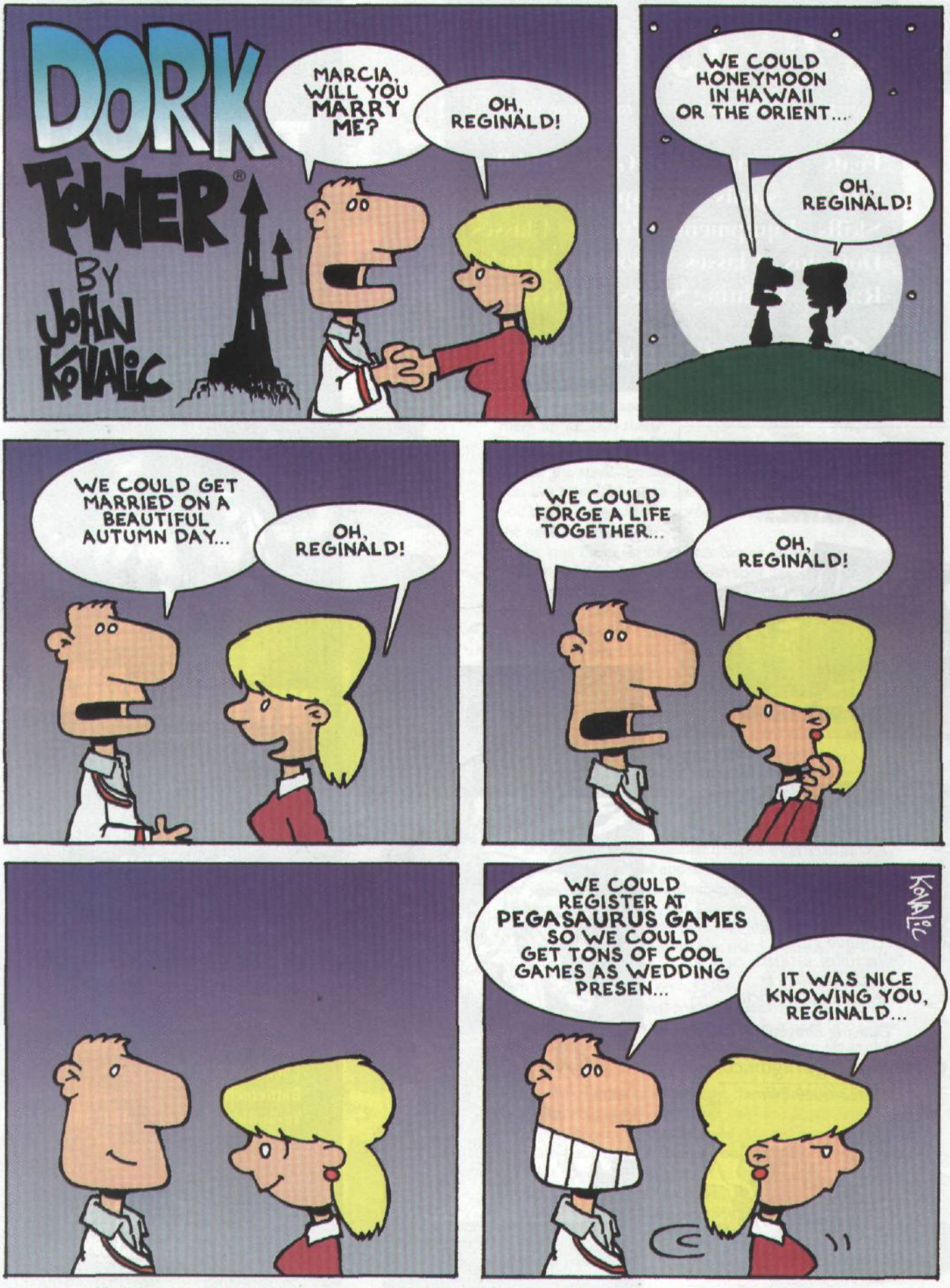
The long bullet list of effects (which includes the "undo misfortune" function) in the *wish* spell description shows the kinds of result you can get from the spell without any great risks. If you use one of these functions, you still pay the *wish* spell's XP cost, but the *wish* comes out the way you want. If you try to accomplish something your DM thinks is more powerful or difficult than what appears on the bullet list, you risk unintended consequences from the *wish*, as noted in the spell description. Since the DM is free to devise such intended consequences, it pays to stick within the limits the spell description sets down.

When you cast a *limited wish* spell, the minimum experience cost is 300 XP, but it could be more, as noted in the spell description.

To activate a spell completion or spell trigger item, the spell in the item must appear on your class spell list. How do you handle a cleric's domain spells? Most deities have three or four domains, but a cleric only chooses two of them. Are only the spells from the domains the cleric has chosen on his class spell list for the purpose of activating these items? Or are the spells for all domains associated with the cleric's deity on his class spell list? Also, which spells are on a specialist wizard's class spell list? Do all wizard spells remain on the wizard class spell list, even when the wizard has chosen a specialty and his prohibited schools?

If you're a cleric, spells from the domains you have selected are part of your class spell list. Spells from domains you could have selected, but did not, are not part of your class spell list (unless you get them on your class spell list some other way, such as by gaining another domain or adding another class).

Spells from a specialist wizard's prohibited schools are not part of his class spell list. D


DORK TOWER®
BY JOHN KOVALIC
MARCIA, WILL YOU MARRY ME?
OH, REGINALD!
WE COULD HONEYMOON IN HAWAII OR THE ORIENT...
OH, REGINALD!
WE COULD GET MARRIED ON A BEAUTIFUL AUTUMN DAY...
OH, REGINALD!
WE COULD FORGE A LIFE TOGETHER...
OH, REGINALD!
WE COULD REGISTER AT PEGASAURUS GAMES SO WE COULD GET TONS OF COOL GAMES AS WEDDING PRESEN...
IT WAS NICE KNOWING YOU, REGINALD...
KOVALIC

©2003 SHETLAND PRODUCTIONS JOHN@KOVALIC.COM HTTP://WWW.DORKTOWER.COM